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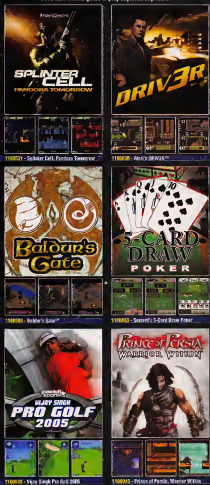
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Strategy Guide by
Pat Reynolds

EA SPORTS FIGHT NIGHT ROUND 2

Last year, EA put its long-running *Knockout Kings* boxing franchise out to pasture and brought in some new blood in the form of *Fight Night*, packed with excellent graphics, realistic styles, and innovative punching controls. *Fight Night* breathed new life into boxing video games. This year, EA continues the tradition with *Fight Night: Round 2*. Building on its "Total Punch Control" with new features like haymaker punches and the ability to throw punches while moving, *Round 2* also lets you create a amateur pugilist and take him through the amateur ranks into a professional career, molding him into the best fighter ever to step between the ropes. This guide will help you through your career and give you the help you need to KO the competition.

SKILL RATINGS

Your boxer is rated in eight different areas. Your starting skill rating will be determined by the weight class of your fighter, but you'll be able to increase all ratings during your career through vigorous, focused training. You can check your skill ratings before a match by using the matchup function on your schedule listing; you'll see both your current skill ratings and those of your chosen opponent.

POWER

Simply, the Power rating determines how hard your boxer can hit. Max out this rating and your haymakers will start dropping opponents earlier in a fight.

SPEED

The higher your speed rating, the faster you'll be able to throw punches. This helps you to control a match by keeping your opponent on the defensive and guessing where your next jab will strike.

AGILITY

Agility refers to your boxer's movement speed in the ring. Highly agile fighters can stay one step ahead of their opponents by dodging around their punches and choosing where the fight will take place.

STAMINA

The higher your stamina, the more punishment you'll be able to take before dropping to the mat. Stamina also controls how quickly you'll regain energy, keeping you in the fight longer.

CHIN

A heavy hit to the head can mess up even the toughest boxers—often such a blow will stagger them and trigger a temporary loss of blocking capability. A boxer with a high chin rating can handle head punches better and is less likely to suffer the negative effects of such a hit.

BODY

Body is similar to the chin rating—this statistic indicates your fighter's ability to withstand a punch to the body.

HEART

A boxer's got to have heart. The higher your heart rating, the faster you'll regain health and pick yourself up off the mat after a knockdown.

CUTS

This rating indicates the ability of your boxer's body (the face, mostly) to withstand cuts and swelling. The higher the rating, the less work your corner team will need to do on your face between rounds to keep the cuts and swelling down.



FIGHT PREPARATION

After selecting an opponent, you'll have the option to prepare for the upcoming fight by hiring on a trainer, cutman and ring girl, and by choosing your intro music and special effects. Of course, the better your entourage, the more cash you'll have to spend. Here's the rundown of what each of these items will do for you.

TRAINER

Trainers will lower the requirement for training sessions and give you special bonuses in the ring. You'll be able to choose from a basic trainer (no bonus), speed specialist (lowers point cost for speed-based training and reduces the energy used for throwing punches) and a power specialist (lowers the point requirement for power-based training and increases the damage caused by haymakers). Depending on what type of training you plan to focus on before the match, pick the proper trainer to get a better skill boost.



CUTMAN

Your cutman will help during the between-round corner sessions, and will also give you special bonuses during the fight. You can pick a basic cutman (no bonus), a swelling specialist (faster swelling healing, slightly faster health regeneration) or a bleeding specialist (faster cut healing and faster health regeneration). If you're taking a beating, try using different a different cutman to keep your boxer in the ring longer.



ENTRANCE MUSIC

Your chosen entrance music plays when your boxer enters the ring and gets the crowd pumped for the fight. In addition, if you're willing to part with some cash for better entrance music, you'll receive a Heart bonus during the fight. Depending on the amount you spend, you'll get either a +1, +3 or +5 bonus.



ENTRANCE EFFECTS

Snazzy special effects add some razzle-dazzle to your grand entrance, and if you're able to drop some bucks on better ones, you'll be inspired to keep on fighting after taking a hit that should have knocked you out. Shell out for the best entrance effects, and you'll find yourself getting back up three times after knockdowns that would otherwise have been KO's.



ENTOURAGE (RING GIRL)

Your female escort will accompany you to the ring during your entrance, and you'll get a Stamina boost during the fight just by having her there. The girls will give you either a +1, +3 or +5 bonus, depending on which one you hire.



FOCUS TRAINING

When your boxer hits the professional league, you'll be given the opportunity to train before each fight. There are three types of training, and each focuses on a number of your boxer's skill ratings. The better you do in training, the more points you'll add to your boxer's skill set.

HEAVY BAG

★ Skills: Power, Speed, Stamina, Chin, Body, Heart, Cuts

The heavy bag focuses on your ability to land fast combos at both heights (high and low). Wait for one section of the bag to light up, then hit it as many times as you can before the lights start flashing. If you land a punch after the lights go out, you'll lose points.



WEIGHT LIFTING

★ Skills: Power, Stamina, Body, Cuts

Alternate pulling the weights with each arm, and try to stop the bar in the red zone on each pull. The red zone gets smaller with each successful hit, but your score multiplier gets larger. If you fall outside of the red zone, it will increase back to its starting size, but you'll have to start the score multiplier over as well.



COMBO DUMMY

★ Skills: Speed, Agility, Chin, Heart

The combo dummy is the boxing equivalent of the handheld game Simon. One of the four areas will light up at the end of the current sequence. If you miss a hit, you'll start over. The longer you can keep a sequence going without a miss, the higher your score will be at the end of training.



THE FIGHT STORE

Before each match, you'll have the option to visit the Fight Store. Here, you'll be able to buy various pieces of clothing and gear that will give your boxer a ratings boost. Here's a look at the types of items available in the Fight Store and how they'll affect your fighter.

TRUNKS

Aside from being the main article of clothing your boxer will wear into the ring, the trunks you equip can increase your Cuts rating by a maximum of +5. As you progress through special event matches and title fights, you'll eventually gain access to custom and licensed trunks. Customize your boxer with a flashy pair of trunks that shows his style.



SHOES

You'll find three types of shoes available in the fight shop—low-style, medium-style and high-style. Shoes can boost your fighter's Agility rating, to a maximum of +5.



GLOVES

The most essential piece of equipment for any boxer, your gloves will increase either your Speed or Power rating. Depending on your fighting style and training focus, equip your boxer with gloves that boost the rating you need the most. You'll find gloves with a maximum of +5 to either Power or Speed.



MOUTHGUARD

Mouthguards will boost the Chin rating, to a maximum of +5.



FOUL PROTECTOR

Hitting below the belt is illegal in boxing, but that won't stop some fighters from going there when the chips are down. Protect your lower body (and boost your Body rating by a maximum of +5) by equipping a foul protector.



SIGNATURE PUNCHES

You'll be able to equip your boxer with two signature punches, one for head shots and one for body blows. Signature punches are flashy, hard hits that are great for showing your style during a knockout blow, or for catching an opponent off guard during the match. Most signature punches have fairly long wind-up periods (which your opponent can exploit to get in a free hit or two, interrupting the signature punch and staggering you), so use them sparingly...and carefully.



ILLEGAL PUNCHES

Like signature punches, illegal punches come in two flavors—and you can equip one for head punches and one for body shots. Yes, these are illegal moves that your opponent won't expect, but if you throw one too many of them during a fight, the referee can disqualify you for it. Don't rely on these attacks; save them for when you need to spring a surprise on your opponent and maybe confuse him for a second to open up a combo.



TAUNTS

Use taunts to demoralize your opponent or anger him during a match. Taunts are mainly useful for showing your human opponents how great you are during a match.



TATTOOS

You can buy a variety of tattoos to further customize your boxer. Tattoos have no effect on your performance; they simply help to further customize your created fighter.



THE PUNCHES

A large part of boxing is the art of knowing when to throw a punch, and what kind of punch to use in any given situation. This section will take a look at the types of punches you can use against your opponent, and how best to employ each of them.

STRAIGHT

The straight, or jab, is a fast punch thrown straight out with no wind-up. Because of its speed, it's tough to predict and hard to see coming out—making it difficult to block with any degree of certainty. Straights can be combined into fast, hard-hitting combos by rocking the right analog stick back and forth after connecting with the first punch. You'll need to use straight punches to get inside against an opponent and open him up for a more brutal attack. Look for an opening (when your opponent isn't blocking one side) and hit him with two or three straights. Sometimes you'll stagger the opponent or throw off his guard, leaving him momentarily defenseless and ripe for a big blow.



BLOCKING

Blocking is equally as important as using your punches well; it will often spell the difference between victory and defeat. There are two ways to block in *Fight Night 2*: normal blocking and parrying.

BLOCK

You can block either high or low, and as long as you're blocking the region that your opponent is attacking, you'll take very little damage from the attack. Regular blocking is the best defense against straight punches, since they're hard to see coming.



PARRY

The parry is a specialized block that throws aside your opponent's arm, leaving him open for retaliation. To parry, you must specifically block the area of the incoming punch: high/right, high/left, low/right or low/left. Parrying hooks, uppercuts and haymakers takes practice; look for the wind-up before the punch to determine which hand is coming at you and parry accordingly.



DODGE

Dodging attacks is also possible—and because there's no contact at all, you won't take any damage. You can use the Dodge button along with the left analog stick to dodge without moving your feet, or you can simply dodge attacks by moving out of the way of the punch.



HOOK

The hook is a more powerful punch than the straight. The boxer will bring back his punch and then "hook" it around in an arc toward the target. Because of this wind-up time, hooks are pretty easy to see coming and can set you up for a parry against a good opponent. Don't ever go into a fight and throw a hook first—it's always better to open with a flurry of straights and then look for an opening to land a heavier punch. By connecting with a hook, you'll have a better chance of staggering your opponent than by connecting with a straight.



UPPERCUT

The most powerful basic punch is the uppercut. This punch starts low but then swings up into the target area, causing a lot of damage if it lands successfully. Like the hook, an uppercut sends a pretty clear signal of intent to your opponent and can be blocked or parried fairly easily. Use uppercuts on opponents you've already staggered or are about to hit the mat and just need the right motivation.



HAYMAKER

The haymaker is the most powerful punch you can land against your opponent—it's so devastating that you can sometimes drop a foe to the mat with just a single punch! It's possible to throw haymaker versions of both hooks and uppercuts. These punches already have some build time to let your opponent react to what you're about to throw, and haymaker versions add even more to that time, requiring you to hold the punch back for a bit longer before throwing. Save your haymakers for opponents who don't block well or have already been worked over and are ready for the knockout strike.



WINNING A MATCH

There are three ways to win a match—by judgment, knockout or technical knockout. Here's an explanation of each and some tips for winning.

JUDGMENT

A match that goes to the end of the tenth round without a knockout allows the judges to declare a winner based on points. To win by judgment, you'll need to connect with your punches and combos and block well. Knocking the opponent down helps as well. You'll fall to impress the judges if you throw a lot of punches that connect with air, or if you take a severe beating.



KNOCKOUT

Knockout is achieved when one fighter is knocked down and cannot get back on his feet before the end of the ten count. To win by knockout, fight an aggressive match—and when you get an opening, pummel your opponent with haymakers. Your goal should be two or more knockdowns per round—each knockdown increases the chance that your opponent won't get back up.



TECHNICAL KNOCKOUT

If the referee believes that one fighter is in danger of getting seriously hurt, he can call the match and declare a win by technical knockout. The easiest way to make this happen is to watch your opponents face and listen to the announcer. If you open a cut on your opponents face, note which side it's on and then work that side with heavy punches whenever possible. Not only will this hinder most opponents' vision and their ability to block punches to that side, but you'll increase the amount of damage inflicted on the cut. After enough punishment, the referee will call the fight in your favor. A win by TKO is sometimes the best strategy against an opponent who refuses to be knocked down. This strategy will come in handy during fights against opponents who know how to use the clinch to get out of a knockdown situation.



THE CORNER CREW

Between rounds, you'll return to your corner for 30 seconds before the fight continues. Your trainer will comment on the previous round and give you some advice about your opponent. Listen to him—his advice can help you win, and he'll often note where your opponent is weak. Once you enter the professional league, you'll have access to a cut man. The cut man's job is to patch up cuts and reduce swelling on your boxer's face before the next round. You'll control the cut man with the analog sticks.

SWELLING

Check the four areas of your boxer's face and note the numbers near each meter. The higher the number, the higher the swelling in that area. Always start with the area with the worst swelling (highest number) and work your way down to the area with the lowest number. To reduce swelling, keep the indicator (the white line) inside the moving area. When the damage reaches 0, quickly move your attention to the next area.



CUTS

It's vitally important to keep cuts closed up because you can lose to a TKO if your opponent does enough damage to a cut area of your boxer's face. The cut healing process is exactly the same as with swelling—start with the worst cut and move on to the next when the damage indicator reaches 0.



OPPONENT TYPES

As you play through the Career mode of *Fight Night: Round 2* you'll start to notice different opponent archetypes among your foes in the ring. Here are the most common types of opponent, along with some tips on how to deal effectively with each of them. Note that many opponents you'll face are well-rounded and will use a number of strategies against you, but these opponent types will favor one strategy above any others.

THE POWER PUNCHER

This opponent likes to try to end the fight early by throwing out haymaker after haymaker. He rarely uses quick jabs, and he doesn't concentrate too hard on his blocking, either. As long as you can parry well, you shouldn't have much trouble with power punchers; simply parry, hit them with a combo or haymaker and repeat.



THE MIXED BAG

This opponent doesn't stick to any single type of punch or favor any specific plan of attack. His attacks will come from any direction, and he'll change them up constantly.



It's almost impossible to predict his next punch, so parrying is generally ineffective. It's better to use normal blocking against this opponent and let him wear himself out throwing ineffectual punches against your gloves. You can also try trading blows, dealing him a heavier hit for each of the punches you let him land on you. Because he attacks so randomly and constantly, the Mixed Bag doesn't block or parry a lot...so as long as you keep hitting him hard, you won't have to worry about where his attacks are coming from for very long.

THE DANCER

The Dancer likes to dodge constantly, repeatedly moving his blocking hands around while swinging his upper body in and out of punching range like some kind of contortionist. He also moves around the ring a lot. The best way to deal with this opponent is to trap him in a corner and take a strong offensive, alternating your jabs high and low, and throwing out more powerful punches when you get an opening. Sure, he'll block or dodge some of your punches, but as long as you keep the pressure on high, some attacks will get through and you'll wear him down eventually.



THE PARRY KING

This is one of the most dangerous opponent types—it seems as if he knows how you'll attack every time and is waiting for you with a parry and counterattack. Straights are the hardest punch to parry, so use lots of them, alternating height and side. Whenever a punch gets through, follow it with a couple more straights or a hook. You can wear down your opponent's defenses this way, and the more tired he gets, the more punches you'll get past his iron defenses.

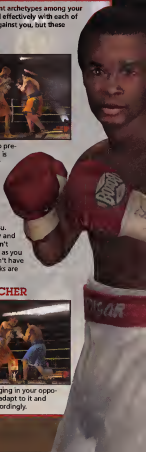


THE PATTERN PUNCHER

For whatever reason, this opponent will rely on the same pattern of punches or combos over and over. For example, he might open with a left jab and then follow with a right hook.



If you see a pattern emerging in your opponent's attacks, you'll be able to adapt to it and plan your blocks and parries accordingly.



CAREER MODE TIPS

AMATEUR CAREER

Your time spent in the amateur league is basically the game's training mode. Your options are limited: before each match, you'll get a short training lesson to show you how to throw each of the different punches. You'll also be shown how to block, parry and dodge punches. You'll earn a small amount of money for winning fights, and you won't be able to train to build your skills at all. Stay an amateur until you get the option for a title fight.

★ When selecting your original weight class, don't choose Featherweight or Heavyweight. This will become important in your professional career, where you'll have the option to move up and/or down one weight class and attempt to win the belt for that class. Since there's no weight class below Feather, and no class above Heavy, you'll only be able to win a total of four belts (amateur, original weight class, weight class above or below original and unified 2 weight classes). Any other weight class can take a total of six belts (amateur, original weight class, weight class above original, unified 2 weight classes and unified 3 weight classes). Depending on where you want to take your professional career, this is an important decision to consider before even starting out on the path to boxing stardom.

★ Defeat all available opponents before turning professional or taking the title fight. You'll need the practice for facing the professional league fighters. Concentrate on perfecting the parry and getting the timing right on the haymakers.

TURNING PRO

After you win the amateur league title fight, there's no other option available but to turn professional. You get a nice bonus for doing this, so visit the fight shop right away and buy anything that will increase your stats.

★ Make the most of your training opportunities. Before each fight you'll have the option to either focus train (manual) or quick train (automatic). Until you've maxed out some of your boxer's ratings, always choose focus training: you'll increase your ratings faster this way. Once you've maxed out a couple of ratings, you can quick train to improve the others, but as long as you're proficient in the training mini-games, you should choose focus training until the requirements become too steep for you to reliably get a ratings boost.

★ Don't advance too quickly. As you win fights, your ranking improves. Keep in mind that every match you fight is another opportunity for training and improving your abilities. You should take matches against opponents who are ranked lower than you just to get the training session and the prize purse for winning. You don't want to jump ahead too far in rankings, because the higher your rank, the fewer opponents you'll have to fight. If you spend the time needed to get your skill ratings maxed out, you'll have a much easier time during the career endgame. Compare your skill ratings to your opponents' before each fight to gauge how difficult it will be to win.

★ Enter special matches whenever they're available. Special matches generally have larger payouts than regular matches; they don't count toward your ranking and they'll unlock some new items in the prize shop if you win. Most special matches use the "hard hits" rule: A knockdown will end the round, and at the end of the match—unless one fighter is knocked out—the boxer with the most knockdowns against his opponent wins. Since you're going for knockdowns in these matches, your basic strategy should always be to hit fast and hard and keep the offensive pressure on high all the time. Come out swinging, back your opponent into a corner and pound away.

★ Unify the Weight Class Belts Late in the Career. After you win the belt in your original weight class, you'll be able to challenge the champion in the weight class above or below your own. As long as you're comfortable with your starting weight class, there's no reason to drop or advance weight classes until you can take all three belts in consecutive matches.

AGING AND RETIREMENT

The *Fight Night: Round 2* Career mode simulates an actual start-to-retirement boxing career. With this simulation come the effects of aging on your boxer's body. After a certain age (generally in the early 40s) you'll notice that any type of training (even normal quick training) will result in negative points to your skill ratings. This is inevitable, and it begins the downward decline of your boxer's career. Be sure to achieve whatever goals you set out for yourself before you decline to the point where you can no longer win matches or defend your belt. Remember, it's better to retire as the champ than as a has-been. At retirement, you'll take your place in the boxing Hall of Fame, among the legends of the sport.





SUPER PUNCH-OUT!

Bonus Strategy Guide
by Jason Wilson

Released for the Super NES in 1994, *Super Punch-Out!!* is the sequel to the NES version of *Punch-Out!!*, both of which have roots in their arcade counterparts. With a few minor changes and some added fighters, the gameplay between the arcade and console versions remained true to form. As an added bonus for GameCube owners who purchased *Fight Night: Round 2*, the entire SNES version of *Super Punch-Out!!* is included on the game disc for immediate play! For nostalgic purposes—and for the next generation of gamers who might be unfamiliar with the *Punch-Out!!* series—this bonus strategy guide will offer 16-bit boxing tips and detailed descriptions of how to finish off each of the fighters in all four circuits. I'll also reveal the cool bonus that can be unlocked in the GameCube version of *Fight Night: Round 2* by mastering *Super Punch-Out!!* Before you step in the ring, check out our expert tips on how to avoid getting smacked in the head.



OFFENSIVE TACTICS

Jabs/Body Blows

These moves are quick and do not deliver much damage unless you are powered up (see "Pointers"). Keep in mind that your opponent can usually block your punches unless you aim directly where he is not guarding. At the beginning of each round, if you wait for a split second, your opponent will usually let his guard down, allowing you to get a few licks to your opponent's face for a short while. Note that there is a difference between Little Mac's left and right hands; his left punches come out slightly quicker, while his right punches do slightly more damage.

Left Jab—Up + B

Left Body Blow—B

Right Jab—Up + A

Right Body Blow—A



Knock Out Punches

When the S mark on the screen is flashing, you can choose between one of four different kinds of Knock Out punches. In order to enable these powerful attacks, numerous Jab punches or Body Blows must connect with your opponent; you'll see the S meter slowly filling up at the bottom of the screen with each successful blow. If your opponent manages to connect with a punch that isn't blocked or dodged, the S meter will be depleted. When the S meter is full, the S mark will begin flashing; at this time, you can use any of the four different kinds of Knock Out punches. Try to save your Knock Out punch for opportunities when you know it won't be blocked or dodged; it's best to use them when your opponent is dizzy or stunned.

Uppercut—Up + Y (great damage, but slow start-up)

Hook—Y (same damage as the Uppercut, but acts as a hard-hitting Body Blow)

Rapid Uppercut—Up + Y, Y (deals the least damage, but can possibly dizzy your opponent with a slew of rapid-fire punches in succession, can also be blocked after the first hit if your opponent decides to duck, block or dodge)

Rapid Hook—Y, Y (takes on the same properties as the Rapid Uppercut, except the rapid-fire punches act as numerous Body Blows instead)



Dizzying/Stunning

Certain punches will dizzy or stun your opponent for a short while, allowing you to unleash a certain number of punches on him for a limited amount of time. Using a right Jab to counter an opponent's left Jab a split second before the attack may cause them to become stunned depending on the situation and timing of the attack. Certain combinations of punches will automatically dizzy your opponent, giving you the greatest opportunity to obtain a quick KO; these are listed in the "Fighter Strategies" section beginning on the next page. However, they are very difficult to perform unless you can completely master the strict timing that's required to execute them. These combinations of punches vary from character to character and are specific to each fighter. You do not necessarily have to perform each dizzy combination at the beginning of the round in order for them to work. However, you might not have another chance to do them, since your opponent gains more strength and becomes much more difficult to knock down as the match goes on. Also, there are certain times in each match where the dizzy combos WILL NOT work under any circumstances. Your best bet is to try them out at the beginning of each match; if you can't seem to get it on the first try, simply pause the game, "retire" and try again.





DEFENSIVE TACTICS

Ducking

Press Down twice on the D-pad to avoid your opponent's Uppercut attempts, or to thwart special moves that cannot be blocked or dodged otherwise (such as Bear Hugger's punches).



Dodging

Pressing Left or Right on the D-pad when your opponent is throwing a punch will allow you to dodge many types of attempted attacks. To perform a Quick Dodge, tap Left or Right for a split second, then quickly tap the D-pad in the opposite direction to return to center; this maneuver can give you a greater chance of counterattacking your opponent, but it also causes a greater chance of getting smacked around if you are not familiar with the timing of the maneuver. There are some situations where you have a better chance of avoiding an opponent's punch by specifically dodging to the left or to the right instead of always dodging in the same direction. With the exception of pushovers like Gabby Jay, you'll be facing each fighter multiple times before you are allowed to advance through the ranks, so try dodging in different directions to see if you get better results against specific opponents who are giving you trouble.



Blocking

There are two blocking methods in *Super Punch-Out!!*: Blocking high by holding Up on the D-pad when your opponent attempts an attack will effectively block most quick Jabs to the face. It will not counter all of them, though, and you are definitely susceptible to having your guard broken if you rely too much on blocking high. By leaving the D-pad in the neutral position and not pressing any buttons, you will automatically block most body blows. There are many situations where you will need to switch from blocking high to blocking low and vice versa, or to quickly alternate between high and low blocking.



SCORING/CONTINUES

The score tallied at the end of each fight is not just for show: Each time you reach a certain score plateau (50,000, 100,000, 150,000 and 500,000), you will receive an extra continue that can be used in the circuit you are currently fighting in. These continues are not carried over when you advance from one circuit to the next. It is imperative that you try to defeat your opponent as quickly as possible in order to obtain the highest scores, which will ultimately increase your chances of earning extra continues.



POINTERS

Each boxer will give a clue before each specific attack is thrown. If you learn to recognize these signs and remember the attacks that follow each one, you will be better prepared when making defensive decisions.

During the match, if Little Mac's icon in the upper left corner of the screen starts to flash, you can unleash a flurry of stronger, quicker punches for a short period of time!



Reflexes are the key to blocking, as well as being able to recognize your opponents' different styles of attack.

The quicker you knock an opponent down during the match, the less overall energy he will have as the match progresses.

Don't become frustrated if you can't defeat each boxer on your first try. Some boxers require technique in order to defeat them, but others rely on patterns which you can memorize to get the upper hand.

Don't try to bully your way through the entire game by using the same techniques against each fighter. Study each opponent's style and adjust accordingly.



If you're running low on energy, tap the A, B and X buttons repeatedly when your opponent is knocked down to regain some valuable health.

FIGHTER STRATEGIES

Minor Circuit



Gabby Jay

Yay! The Glass Joe of *Super Punch-Out!!* (in fact, his only win came against Glass Joe), Gabby Jay is very easy to defeat, and might

as well be considered a practice dummy. The only thing you have to watch for is Gabby Jay's attempted Uppercut. Because all of his normal moves are telegraphed as it is, you'll already be used to the idea of the lathergik fighting style. After Gabby hops around the ring twice and says, "Come on," simply dodge his Uppercut and pound away with either Body Blows or Jabs.

Dizzy Combo: Five left Jabs, two right Jabs.



Bear Hugger

Bear Hugger reappears from the arcade version of *Super Punch-Out!!*. He can't be hit in the stomach, so you're going to have to find a way to smack him upside his head. Attempt a Jab, then immediately duck when he tries to come after you. Retaliate by hitting him with Jabs to the face. Repeat the pattern until the S mark is flashing in the lower left corner of the screen, then pound away at him with Uppercuts or Rapid Uppercuts. Repeat this pattern until he is KOed.

Dizzy Combo: Five left Jabs, two Rapid Uppercuts, pause for a split second, right Jab as a counter, two Uppercuts.





Piston Hurricane

Piston Hurricane originally appeared in the arcade version of *Punch-Out!!*, and made his first console appearance on the SNES. Piston is the first real test you'll have to face. His moves don't come out in easily identifiable, patterned, so you'll have to use various dodging and blocking techniques in order to finish him off. He seems to be susceptible to Body Blows and repeated Jabs in the beginning of each round. You won't have to do much blocking until about 25 seconds into the match. Piston will then come at you with a flurry of punches that you will need to block high then low in succession until he performs a slow Uppercut that must be dodged. You can retaliate with Body Blows or Jabs immediately after the Uppercut. You shouldn't have much trouble with Piston Hurricane after this point in the match. Simply dodge his slow Uppercuts and the "fancy footwork" maneuver he attempts, then pound away at him with numerous Hooks and Uppercuts until he hits the mat.

Dizzy Combo: Eight left Jabs, pause for a split second, Hook.



Bald Bull

Bald Bull originally appeared in the arcade version of *Punch-Out!!*, then made his way to the NES version and made his second console appearance in the SNES game. He also appeared in the little-known arcade game *Arm Wrestling*, where he wore a mask and went by the name of Mask X. Dodge Bald Bull's various Body Blows and Uppercut attacks and retaliate with some Body Blows and Jabs of your own. Watch his quick left Jab; his glove twitches only for a split second before he attacks. After Bald Bull is knocked down, he'll attempt a Bull Charge on you. Simply connect with a well-timed left Body Blow to knock him down.

Dizzy Combo: Two left Jabs, right Body Blow as a counter, two right Body Blows, left Jab as a counter, right Body Blow, Hook, Uppercut.



Major Circuit



Bob Charlie

Bob Charlie is similar in style to Don Flamenco from the NES version of *Punch-Out!!*, and he's just as easy to defeat. Watch for his stop-and-punch maneuver. It can be a bit difficult to read his punches because his fighting style seems random at times. You'll need to dodge his quick punches AFTER he stops, then retaliate with Jabs or Body Blows. Don't try to dodge any of his moves when he is walking across the ring, or else your timing will be off. Bob Charlie's most powerful move is a windmill punch that starts from one end of the ring and ends right in front of Little Mac. Simply duck under this punch and continue to pummel him with a variety of Body Blows or Jabs until you have enough power to finish him off with a Hook or Uppercut. Remember, the best time to perform a Knock Out punch is to dodge your opponent's attack, hit him with a single Jab or Body Blow, then release the Knock Out punch of your choice.

Dizzy Combo: Seven left Jabs.



Dragon Chan

Dragon Chan comes from the arcade version of *Super Punch-Out!!*. He is the first fighter in any *Punch-Out!!* game who uses his feet as a weapon. Dragon Chan's opening pattern consists of small sidesteps followed by an attempted Jab. Simply dodge and pummel him with Body Blows or Jabs until your 5 mark is flashing, which will then enable you to pound him with a Hook or Uppercut. When Dragon Chan tries to hit you with his kicks, simply duck under them by double-tapping Down on the D pad. After he attempts a jumping kick from the turnbuckle, you can immediately duck underneath the kick, then hit him with repeated left and right Body Blows until you have enough power to finish him off. If you can learn how to avoid Dragon Chan's kicks, you'll have no problem defeating him.

Dizzy Combo: Left Jab, right Jab as a counter, two right Body Blows, right Jab as a counter, two right Body Blows, left Body Blow as a counter, right Body Blow, Hook.



Masked Muscle

Masked Muscle has the same body structure and fighting style as Vodka Drunkenski from the arcade version of *Super Punch-Out!!*; he also appeared (with the more kid-friendly name of Soda Popinski) in the NES *Punch-Out!!* game. His daunting range and strength make him a formidable foe. Dodge his attacks and counter-attack with Body Blows or Jabs. If he attempts a Body Blow from his left or right, you must retaliate with the same punch he attempted to hit you with. If you are unfortunate enough to be victimized by Masked Muscle spitting in your eye, you will still be able to dodge his incoming attacks, but you will not be able to retaliate until you can see clearly again. Masked Muscle's strongest attack is a headbutt which must be dodged at the last instant.

Dizzy Combo: Four left Jabs, right Body Blow as a counter, two left Jabs, Hook.



Mr. Sandman

The champion of the arcade version of *Punch-Out!!* and #1 World Circuit contender in the NES game returns once again. Mr. Sandman relies on lightning-fast punches in order to put you to sleep on the canvas. When he begins to shuffle his feet, dodge his Uppercut attacks. If you get too greedy after your 5 mark is flashing, you'll notice that Sandman will begin to block your Uppercut and Hook attempts. Keep at him with well-timed Body Blows and Jabs after each dodged attack. After two knock-downs, Sandman's corner informs him that he needs to give full power in order to defeat Little Mac. When he raises his gloves, you will need to dodge his Uppercuts to the left. His quick right Jabs can either be dodged or blocked high. If you don't time each punch perfectly, you'll be history so be careful. At this point, it's essential for you to raise your Power Meter in order to use any Uppercuts or Hooks anytime you can. Sandman is definitely one of the toughest characters in the game, especially after he's been knocked down twice.

Dizzy Combo: Two left Jabs, right Jab, two left Jabs, right Jab as a counter, left Jab, Hook.





Aran Ryan

You can actually manipulate the entire match with Aran Ryan just because he only has one pattern. Start by repeatedly hitting him with left Jabs until you build up enough power for an Uppercut. If you connect with the Uppercut, he will attempt to grab you and steal your energy! Simply wait for him to bounce his head twice, then hit him with Body Blows. He will do this every single time you hit him with an Uppercut or Hook, as long as you can master the timing of that crucial Body Blow, you will own Aran Ryan.

Approximately 30 seconds into the round, Aran will come out with a flurry of punches that are very quick; they must be blocked low, then high, in repeated succession until he finishes with an Uppercut that must be dodged. Sometimes after dodging the Uppercut and successfully landing punches, he will revert to a second string of attacks that must be blocked Low and High once again. Aran Ryan's pattern will then revert back to his original step-and-attack methods. Take the time to memorize his patterns and Aran should be down for the count in no time.

Dizzy Combo: Two left Jabs, pause for a split second, two left Jabs. (Aran will then jump to his left), four left Jabs.



Helke Kagero

This 19-year-old boxing prodigy looks like he is ready for a rock concert instead of being in the ring. Don't let his appearance and cocky attitude fool you. Kagero is more than a formidable foe. He starts out by simply attacking with Body Blows and quick Jabs; they can be stopped by first using the Quick Dodge method, then counterattacking. When Helke begins to dance, block his punches high, then dodge his Uppercut at the end of this sequence and counterattack. When Helke lowers his head, you will need to dodge right, then duck under his hair whip attack. When he begins his mirage dance, hit him with a Body Blow just as the sequence is ending. If he blocks the first Body Blow attempt, duck out another, the second will surely hit the spot!

Dizzy Combo: Six left Jabs, right Jab as a counter Hook.



Mad Clown

Mad Clown's fighting style is similar to Bear Hugger, except for the fact that he actually has skill. Watch for his sweeping Uppercut; it has a slight delay, and you can tell when it's coming due to the sound it makes. Don't dodge or duck until the last second or else you'll be a goner. When Mad Clown begins to shake his head from side to side, you will need to duck under his Bear Hugger-style attack. After the first 40 seconds of the fight, he'll begin to juggle things at the end of the ring and toss them at you; you will need to either stand still or dodge left or right to avoid the objects, depending on where the attacks are headed. At the end of this sequence, he will then try to perform a jumping punch that you must duck to avoid. After Mad Clown has been knocked down twice, you will need to immediately hit him with a Jab to stun him. If not, his "show-time" attack will surely put you out of your misery.

Dizzy Combo: Three left Jabs, right Jab as a counter, two left Jabs, Uppercut.



Super Macho Man

The champion in the arcade version of Super Punch-Out!! Super Macho Man was also the champion of the World Circuit in the NES game; he's your toughest fight. You will need to recognize and differentiate between the variety of attacks that Super Macho Man hurls at you. Watch his quick left Jab at the beginning of the round. Try to perform the Quick Dodge in order to get the most out of your counterattacks after avoiding his attempted Body Blows and random punches. Because most of Super Macho Man's repertoire relies on unpredictable attacks, one of the following three scenarios will occur: Exercise Program A, where you will need to block three Jabs; Exercise Program B, where you must block three Body Blows; or Exercise Program C where you'll need to dodge or duck three Uppercuts. When Super Macho Man hops to his left or right, he will attempt to either hit you with a right Jab or a whirlwind punch that MUST be dodged under or else you will lose 50% of your health. Note that if his glove flashes, he will try to hit you with this punch more than once; you will need to be extremely quick to duck successive whirlwind punches. You'll have to charge up for Knick Out punches against Super Macho Man as often as possible; they're your only chance for being able to inflict a great deal of damage to this punishing boxer.

Dizzy Combo: Left Jab, right Jab as a counter, two left Jabs, right Jab, two left Jabs, left Body Blow, two Uppercuts.



Special Circuit

Note: The Special Circuit will only become unlocked after you achieve a 4-0 record in each of the Minor, Major and World Circuits.



Narcis Prince

Narcis Prince's weakness is his pretty face, therefore you have to find a way to knock some sense into him at the beginning of the round, as his progressive blocking makes it hard to initiate any type of attack to the head. Combined with his random dodging and swaying, these techniques make it nearly impossible to "read" him properly in order to initiate a proper offensive onslaught. Dodge his early punches and hit him once with a Body Blow. Repeat this until he begins to flash. He will then try to hit you with a barrage of punches which you can either block high or negate by stunning him with a well-timed Body Blow. When Narcis Prince attempts an Uppercut, punch him once in the gut, then punch him in the face. He'll become angry and charge at you; now you can actually fight against him like a normal boxer, hitting him with combinations of Jabs and Body Blows as opposed to just one Body Blow at a time.

Dizzy Combo: There is no reliable way to make Narcis Prince dizzy because of his random attacking methods. He CAN be dizzyed, but the methods vary depending on what he does after he comes at you once you initially hit him in the face. One method is to hit him with a right Jab as a counter if he throws out a left Jab after he gets mad. If he does not throw out the left Jab, this dizzy combo will not work. After the right Jab counter, throw two left Jabs, right Jab as a counter, left Jab, Uppercut, right Body Blow as a counter.





Hoy Quarlow

Quarlow uses a wide variety of attacks involving the use of his stick and various kicks. At the beginning of the round, watch where Hoy raises his stick; this will tell you if you need to block high or low. If he raises his stick high, you will need to block the first three attacks high. If he lowers his stick, you will need to block his first three attacks low. Regardless of which one of these attacks he throws, you will need to dodge his stick attack from his left, then hit him with a left, right, left jab combination attack. If he tries to kick you at any time during the match, you will need to duck to avoid getting plastered. The one time Hoy Quarlow does attempt a punch, it is followed up by a whirlwind attack that must be ducked, but can be followed up with a right, left, right combination attack. The last and easiest sequence that Hoy performs involves him jumping from one side of the ring to the next, attempting to smack you with his stick. Simply dodge each time he comes after you, then hit him with left/right or right/left combination attacks at the end.

Dizzy Combo: Two left Jabs, pause, left Jab as a counter, right Body Blow as a counter.



Nick Bruiser

The undefeated, undisputed champion, Nick Bruiser will try to hit you with lightning-fast Jabs or Body Blows. If he tries to hit you with Jabs, you will need to counter with a Jab, beginning with a left, right, left or right, left, right combination attack. If he attempts a Body Blow, you will need to hit him back with the same sequence for his Body Blow combination attacks as well. Nick's rush attack from the end of the ring will knock you down if successful. You will need to dodge, then duck twice under his Uppercut punches to avoid this.

Nick's fighting style is similar to his brother Rick's; his bag of tricks includes the elbow attack that disables one of your punches for a short while. Perform a Quick Dodge to the right if he is about to hit your left glove, or a Quick Dodge to the left if he is about to hit your right. Nick telegraphs an easily avoidable double Uppercut by running in place momentarily before performing the maneuver. Simply dodge twice and counterattack. It's much more efficient to perform a Rapid Uppercut after an initial hit due to Nick's ability in dodging and blocking Little Mac's Knock Out punches. The final thing you need to worry about is Nick's rapid-fire attack ability. You will need to block low, then high and repeat this for a short while, then dodge his Uppercut. You can block, then dodge the second attack in Nick's sequence, but if you get hit once, you're in for a whole lot of pain. If you're good enough, you can time a well-placed Body Blow and stun him momentarily, but be careful; he'll revert back to the deadly machine gun blows again!

Dizzy Combo: Two left Jabs, right Jab as a counter, left Jab, right Jab, left Jab, right Jab, left Jab, left Jab.



Rick Bruiser

The first of the Bruiser brothers is actually tougher than the last. If you hit Rick Bruiser with a left Jab, you will need to use a Quick Dodge in order to avoid Rick's quick Jab, then hit him with repeatedly Body Blows. If Rick begins to clench his stomach when you hit him, you will need to perform another Quick Dodge in order to avoid being elbowed. If Rick's elbow attack hits you, one of your gloves will begin to glow red and you will be unable to use that hand for a few seconds. Rick has several other moves that are tough to avoid, including a three-hit combination attack (dodge quickly three times to avoid two Body Blows and an Uppercut), an Uppercut followed by an elbow attack (dodge twice to avoid it) and a rushing attack from the end of the screen. No matter how much energy you have, the latter attack WILL knock you down if you do not dodge the initial hit, then perform a Quick Dodge instantaneously following the first dodge. The key is to use as many Hooks and Uppercuts as possible, and prepare to use a Quick Dodge immediately following each successful Knock Out punch. Rick Bruiser will attempt a quick Jab after each successful Hook or Uppercut by Little Mac, so you need to be on your toes at all times, looking for opportunities to perform a Quick Dodge.

Dizzy Combo: Left Jab, right Jab as a counter, two left Jabs, right Jab as a counter, two left Jabs, left Body Blow as a counter, Hook.



NAME ENTRY SECRET

If for some reason you feel the need to name your save file in Japanese, highlight "New Game" at the main menu, hold the X button and press A or START. You can then toggle between Japanese characters and the Roman alphabet by pressing the L or R button.



UNLOCK LITTLE MAC IN FIGHT NIGHT: ROUND 2



After completing all four circuits in Super Punch-Out!!, choose "Play Now" at the Fight Night: Round 2 main menu and select "Heavyweight" as your boxing class. Cycle through the boxers and you will find that Little Mac is now available as a playable character.





touching is good.

Yoshi Touch&Go

Your touch is all you need to guide Yoshi on
an epic adventure. So go ahead, break a few eggs.

NINTENDO DS



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TENCHU[®]

FATAL SHADOWS™

The latest title in this pioneering stealth/action series was developed for Sega by From Software, creator of the *Armored Core* series. A complete description of every stealth kill would require a lot more space than we have to offer, so this strategy guide will detail only the problematic areas within each level and offer some general tips for conquering this very difficult game.



NINJUTSU 101



Unlike most video-game instruction manuals, the *Tenchu* manual is extremely thorough and describes most of the basic game elements. Here are some general pointers that should come in handy as you try for the elusive Grand Master/Assassin rating:

- You're not required to hide dead bodies; however, if an enemy spots a dead body, you won't be able to perform a stealth kill on that enemy even if you attack from behind without being noticed. You'll have to wait for your Ki meter to return to normal alert status.
- Most enemies can be killed without using any normal or special items. Remember, points are deducted if you use any kind of item within a level.
- Try running through the level and memorizing the enemy layout before you attempt to stealth-kill all enemies.
- If you're spotted by an enemy, quickly run away and allow your Ki meter to return to normal status; you lose points for every second you engage the enemy.
- Continuously roll while crouch-walking to speed up movement while traversing an area.
- Save all vital items such as those that increase strength or replenish health for the more difficult boss battles later in the game—you're going to need them!

STORY MODE




The game is divided into 12 chapters, with six of them containing sub-chapters. The sub-chapters that become unlocked depend on certain actions taken in previous levels, such as killing all enemies in a level, being spotted by enemies or not obtaining certain items. Note that you can only obtain one special item per chapter. In other words, if a chapter consists of two sub-chapters, either of these sub-chapters will earn you the special item. The following chart shows the requirements for opening up each chapter and sub-chapter:

Chapter	Title	Requirement
1	Daughter of the Harakure	N/A
2-1	Departures	Kill all enemies in Chapter 1
2-2	Determination	Do not kill all enemies in Chapter 1
3-1	Secret Encounters	Complete Chapter 2-1
3-2	The Geisha and the Hired Blade	Complete Chapter 2-2
4	I Am Rin of the Beniya	Complete Chapter 3-1 or 3-2
5	Fated Reunions	Complete Chapter 4
6-1	The Blind Masstuse	Allow yourself to be spotted by enemies in Chapter 5
6-2	What Lurks in the Shadow	Complete Chapter 5 without being spotted by enemies
7-1	A Sister's Promise	Do not collect the map in Chapter 6-1 or 6-2
7-2	For Whom the Bell Tolls	Collect the map in Chapter 6-1 or 6-2
8	A Task Without Reward	Complete Chapter 7-1 or 7-2
9	Foreign Lands	Complete Chapter 8
10-1	Flames of Passion	Defeat all three enemies at the beginning of Chapter 9
10-2	Flames of Sorrow	Defeat only two of the three enemies at the beginning of Chapter 9
11	A Dance of Swords	Complete Chapter 10-1 or 10-2
12-1	Tenchu Kunoichi	Do not defeat Ranzou in Chapter 11
12-2	Tenchu Kunoichi	Defeat Ranzou in Chapter 11

The level descriptions mentioned later in this strategy guide will not discuss sub-chapters that do not follow the Grand Master/Assassin pattern. For example, in Chapter 1, you must kill all enemies to obtain a Grand Master rating. If you're playing this way, only Chapter 2-2: Determination will become unlocked (since Chapter 2-1 is unlocked by not killing all enemies in Chapter 1), so that's the path I'll be describing. Don't worry, though; the only difference between sub-chapters is a moderate change in the enemy layout and the mission goal. For example, in Chapter 2-1: Departures, your mission goal is to make it out of Hagakure Village without being seen...but in Chapter 2-2: Determination, your mission goal is to eliminate all enemies in the village. Likewise, in Chapter 3-1: Secret Techniques, you must follow Jyuzou through the village, but in Chapter 3-2: The Geisha and the Hired Blade, you simply have to find his final destination in the level. Since the maps are the same, the majority of the level information provided below will greatly assist you in obtaining a Grand Master/Assassin rating even in the omitted sub-chapters.

STEALTH KILLS

Although most levels can be completed by simply running through them and not killing a single enemy, your mission score will be severely affected and you will not be able to achieve Grand Master/Assassin status. Additionally, you will not be granted most of the special items or special moves. If you've executed a stealth kill correctly, a cutscene will appear and reveal the name of the stealth kill performed. Note that the cutscene does not cause other in-game action to stop—your enemies can still notice you even though you are "stuck" in a cutscene moment. Quickly press the  button to bypass the cutscene if you wish to avoid being cheaply noticed by enemies.



SPECIAL MOVES

In order to earn special moves or special items, you must collect a certain number of Scrolls, which are gained when performing stealth kills. Note that you can repeatedly play through the same level to obtain multiple scrolls. Chapter 1 is a good place to do this for the following reasons: Stealth kills are relatively easy to perform in this level, and the level is fairly short; it can be completed in roughly 15 minutes. Try earning half of Ayame's entire special move set by playing only in the first level.



If you find that

you have the patience and skill to build up your Scroll count, I've detailed the number of Scrolls needed to earn each special move above. Additionally, special moves that can significantly aid in obtaining a Grand Master/Assassin rating will be marked in red. Note: Scrolls are not shared between the two protagonists, but some special moves are shared.

Ayame's Special Moves

Wall Run	10 Scrolls
Crescent Moon	30 Scrolls
Hawk Eye	60 Scrolls
Swift Guard	100 Scrolls
Cheetah Spirit	150 Scrolls
Inner Ear	200 Scrolls
Arrow Block	250 Scrolls
Long Claw	300 Scrolls
Sniper	350 Scrolls
Mind Control	400 Scrolls
Spider's Nest	450 Scrolls
False Wall	500 Scrolls
Wrath	550 Scrolls

Rin's Special Moves

Fang Guard	10 Scrolls
Arrow Block	30 Scrolls
Death Drop	60 Scrolls
Wall Run	100 Scrolls
Hawk Eye	150 Scrolls
Crimson	200 Scrolls
Numbing Strike	250 Scrolls
Shadow	300 Scrolls
Long Claw	350 Scrolls
Spider's Nest	400 Scrolls
Sniper	450 Scrolls
Mimicry	500 Scrolls
Crimson Final	550 Scrolls

SPECIAL ITEMS

Special items are earned by obtaining a Grand Master/Assassin rating at the end of each level. While the majority of special items are shared between the two protagonists, each protagonist also has her own assortment of special items that are either found within a level or earned at the end of the level. Although the Item Select screen provides a brief description of each item, here's some additional information on each item as it relates to your goal of obtaining a Grand Master/Assassin rating.



Ayame's Items

Decoy Whistle	Use it to return your KI meter to normal status
Dog Bone	Use it to summon a Semimaru (dog) to aid you in a fight
Exploding Arrow	Explodes on contact; use it to take out multiple enemies
Fire Spell	Similar to the Exploding Arrow, use it to take out multiple enemies
Hand Claws	Use them to hang on any wall; perfect for avoiding enemies
Mine	Used to take out patrolling guards; be careful not step on it yourself!
Spinner	Throw it onto an enemy for an instant kill
Dokute	A poison blade weapon; mostly used in boss fights
Fake Rat	A sort of remote control bomb; detonate it when an enemy is close
Sleeping Gas	Puts enemies to sleep, setting them up for a stealth kill
Wasp Nest	Releases a swarm of wasps, causing enemies to "shoo" them away



Rin's Items

Bamboo Gun	Shoot an enemy for an instant kill; used mostly for long-range attacks
Explosive Box	Booby-trapped box; the box explodes when approached
Cannon	Take out multiple enemies with its powerful blast
Bola	The game's most effective medium-range weapon; kills enemies instantly

Shared Items

Amulet	Increases your overall attack power; perfect for boss battles
Blowgun	Poisons alerted enemies or instantly kills non-alerted enemies
Caltraps	Litter the ground to slow down enemies; perfect for boss battles
Chameleon Spell	Disguise yourself as one of the enemies and go for a stealth kill (Note: The spell ends when you kill someone)
Colored Rice	Use it to mark a position on the map; useful in large labyrinth-style levels
Cure Potion	Removes poison (rarely used if you're going for a Grand Master/Assassin rating)
Decoy Bell	Similar to other diversionary items, use it to distract guards
Demon Gloves	One of the few special items found within a level; increases your attack strength
Fireworks	Another diversionary item; this one can easily damage you when placed on the ground
Flash Bomb	Temporarily blinds an enemy; used mostly during boss battles
Grenade	Explodes on contact; best used a medium-range weapon
Healing Potion	Completely refills your health; only use it when you are near death
Invisibility Spell	Arguably the most vital item in the game for two reasons: 1) It's the longest lasting spell in the game, and 2) Unlike the Chameleon spell or Rin's Shadow form, you remain invisible even after performing stealth kills
Ninja Rebirth	Allows your character to be reborn after dying; however, this should never be used since it deducts 200 points from your level rating
Poison Rice	Temporarily paralyzes enemies; one of the least used items in the game
Sacrifice Potion	Trade health for strength; used mostly in boss battles
Shuriken	Not a particularly useful projectile, since most enemies can dodge it
Smoke Bomb	Probably won't be used while trying to earn a Grand Master/Assassin rating
Strength Potion	Increases attack strength; used mostly for boss battles
Super Shuriken	Shoots multiple projectiles at once; best used when groups of enemies gather

ENEMY BEHAVIOR

All enemies (even animals) follow the same basic pattern: they patrol along a pre-defined path, occasionally stopping to turn around. You'll know that an enemy is going to turn around when you see him enter his "open stance" animation. Some enemies will turn around in two 90° motions as opposed to making a complete 180° at once. This is important to note if you plan to suddenly approach an enemy the instant you see them turning; if he pauses in mid-turn, the enemy may be able to detect you with his peripheral vision. Take a few more seconds to observe an enemy's habits when approaching from behind.

Note that there are several exceptions to this standard of enemy behavior, however. When alerted to your presence, certain enemies—most notably, the Ninja—will seek you out at all costs.



CHAPTER 1: DAUGHTER OF THE HAGAKURE

Mission Goal: Defeat Rin

Grand Master Reward: Sticky Bomb



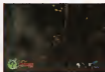
the Ninja guard, a female guard will eventually walk your way.

After killing the Ninja, you'll find another Ninja and a female guard standing fairly close to each other. If you jump and land between them, you'll be in a good position for a double stealth kill. Alternatively, if you approach these two guards and they are not close enough to each other, stalk each one individually and perform separate stealth kills.

After eliminating the female guard, take to the roofs and spot a Ninja guard below. Jump down toward his head and perform a stealth kill. Immediately get back onto the narrow roof and head for the open area. If you linger in this area too long before killing



Wait for the female guard to walk behind this single bamboo wall, then immediately walk behind her and perform a stealth kill. Now hide her body and wait for a Ninja to walk toward you, then stealth-kill him after he turns around.



After passing the burning ruins area, you'll start on a ledge above two Ninja guards. Wait for the one Ninja to stop walking, then jump down and perform a double kill. You're almost to the end of the level.



The final area before fighting Rin contains four guards. After killing the female guard near the single bamboo wall, take the path to the left and jump up to the area above—but don't pull yourself up! Instead, wait for one of the guards to walk completely out of sight, then take out the guard patrolling this area. Backtrack along the area where you had been hanging from the ledge and wait for the guard to come back. After you take him out, you'll have two guards remaining. Stalk each one individually. The female and Ninja guards are located on the opposite ends of the map.

This will be your first encounter with Rin, the alternative playable protagonist in *Yenchu: Fatal Shadows*. Dodge her to perform her lunge sword attack, then counter with any combo attack. Repeat this process a few times until you deplete her energy.

Two guards patrol this walkway that leads to the shore. Hide behind this wall and wait for the female guard to turn around, then take her out. Make sure you hide her body, then wait for the old man to approach this area and stealth-kill him.



CHAPTER 2-2: DETERMINATION

Mission Goal: Eliminate All of the Enemies

Assassin Reward: Bole

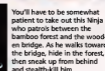
This level is pretty straightforward—eliminate all of the enemies and take the relatively linear path to the end of the level. At the start, you'll have two options: Either wait for the Ninja guard to come to you or immediately run to his beginning location (around the corner) and quickly perform a stealth kill. You literally have a split-second before he turns around and notices you.



Here you'll encounter two Ninja and one female guard. Once they split up, drop down from above and take out the Ninja individually, followed by the female guard who only patrols the inside of the central wooden barrier.



Here, two final enemies must be killed in order to complete the mission. First, hide near this wooden wall and wait for the old man to walk onto the wooden bridge, then take him out. Now you can walk along the top of the far shore and drop down to take out the female guard.



CHAPTER 3-2: THE GEISHA AND THE HIRED BLADE

Mission Goal: Go to Jyuzou's Rendezvous

Grand Master Reward: Chameleon Spell



they can see you fairly easily if you're on the roofs closest to the upper village. Instead, crouch-walk while on the roofs to

Once you start the chapter, immediately take to the roofs; you'll do most of your killing from up here in this level. Take out the three guards patrolling this area of the village, but be careful not to alert the guards patrolling the upper portion of the village—

avoid being detected by the upper village guards. Once you've killed the remaining enemies, enter the door to the walkway.



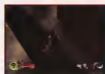
the walkway, you'll encounter a single enemy just outside the exit.

After entering the walkway area, you'll encounter a villager. Remember, killing or being spotted by an innocent bystander deducts points from your final score. Instead, move to the left of the path and stay crouched to avoid being seen by her. After you clear

CHAPTER 3-2: THE GEISHA AND THE HIRED BLADE continued

After taking out the guard, get back to the roofs. You'll find six more guards to eliminate. You should be able to easily dispose of them by simply stalking each one individually from the rooftops. Remember to grapple or jump back onto the roofs immediately after killing each guard in order to avoid alerting the remaining guards to your presence.

Tatsukichi is by far the easiest boss in the game. In fact, one combo attack will be enough to dispose of her. Quickly dispose of her before she has a chance to attack you with her poison blade.



CHAPTER 4: I AM RIN OF THE BENIYA

Mission Goal: Make Your Way Through the Labyrinth
Assassin Reward: Decoy Bell



Watch out for the dog at the start of the level; if it detects you, the guards will be alerted to your presence. From the beginning, jump down and follow the cave to the outside. Crouch-walk toward the raised wooden platform to the right of the cave exit until you are close enough to use your Grappling Hook. Once on top, wait for the guards to stand close together, then silently jump down behind them and perform a double stealth kill.



Once you enter the labyrinth, there are two paths you can take. In order to kill all the enemies, you must explore the entire area instead of taking the shortcut that is guarded by the lone guard. Wait for the guard patrolling the branch in the road to turn around, and then stealth-kill him. Continue straight until you come to a corner. Hug the wall and barely peek around the corner. Wait for the guard to turn his back, then go for the stealth kill. Proceed past this area and drop down to the path below. The remaining enemies are now easier to take out. Stalk each one individually to obtain an Assassin rating.

CHAPTER 5: FATED REUNIONS

Mission Goal: Traverse Backwards Through the Labyrinth
Grand Master Reward: Invisibility Spell

Here you are reintroduced to the previous level, except you must now traverse backward through the labyrinth as Ayame. The only major difference is that you start the level by fighting a boss battle against a large brown bear. You shouldn't have much trouble taking him out; just dodge his charge attack, then counter with a basic combo attack. Three or four combo attacks should be enough to put him away.

Since you're familiar with this level, there shouldn't be any surprises in store for you. Be sure to hug the walls whenever necessary while stalking each enemy. Note that although there are two short-



cuts in this level, you won't need to use them if you wish to kill all of the enemies. When you come to the wooden bridge, you'll spot one Ninja guard on the bridge and two guards patrolling the adjacent corridor. Use your Blowgun to take out the female guard adjacent to the bridge, then use the Grappling Hook to zip over to where the female guard was patrolling. From here, you can stalk each enemy individually to obtain the Grand Master rating.



CHAPTER 6-2: WHAT LURKS IN THE SHADOW

Mission Goal: Traverse Through the Level Without Being Seen and Kill Nasu
Assassin Reward: Sleeping Gas

This is arguably the hardest level in the game if you want to obtain a Grand Master rating, because being spotted even once results in mission failure. The key is to crouch behind the short fences that outline the perimeter of the level. The majority of guards patrol the upper market area. If you have the invisibility spell, you can take out all four guards before the spell wears off. If you're running low on this item, wait for the guards to patrol as far away from each other as possible. Kill the guards closest to the stairs, and then stalk the remaining guards individually.

The boss battle with Nasu takes place in one of the most confined arenas so far. Although not required, Caltrops greatly aid in your battle. I suggest you enter this boss arena with a good number of Caltrops equipped. Once the fight starts, immediately drop some Caltrops, then move out of the way. Once Nasu's stunned, move in for a combo attack. Lure him into the Caltrops (there are five spikes per Caltrap equipped) and attack him repeatedly with a combo. After four combo attacks, he should go down.

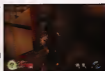


CHAPTER 7-2: FOR WHOM THE BELL TOLLS

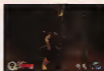
Mission Goal: Defeat Shinogi
Grand Master Reward: Decoy Whistle

You'll spend most of your time peeking around corners in this level. The manor has many sliding wooden doors that open suddenly if you don't crouch-walk toward them. Guards are usually on the other side of such doors, so be patient when approaching these areas.

At the start of the level, immediately run up the stairs and through the sliding wooden door on the left to take out a guard. If you linger in this area, you'll have to sneak through the sliding wooden door instead and wait for the guard to turn his back. Now go down the stairs; you should find one guard patrolling the upper area. After taking him out, sneak along the small ledge extending from this area and jump down to take out another guard patrolling the second set of stairs. Once you go down the stairs, a cutscene will appear to show that you've found a shortcut through a small hole in the wall. Do not use this shortcut if you wish to obtain a Grand



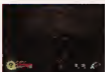
Master rating. Instead, take out the female guard to the left of the newfound shortcut. Next, hide near the shortcut area and wait for a guard to come down the stairs. After he's dead, walk up the stairs slowly and crouch when you reach the top of the stairs—a guard stays in this area. Take her out when she turns her back, then slowly crouch-walk toward the sliding wooden doors. There are two guards behind this door. Take out the closest guard, then immediately run back toward the entrance and wait for the commotion to die down. Take out the final guard here once your KI meter has returned to normal.



Shinogi is one of the easier bosses because he's bent on rushing you down and tends to whiff his attacks very often. You don't really need to use any items while fighting him. Circle around him and lure him to attack. Most of his combos consist of four quick moves in succession. Counter with a basic combo attack approximately five times to dispose of him.

CHAPTER 8: A TASK WITHOUT REWARD

Mission Goal: Find One of the Two Exits
Assassin Reward: Ninja Armor

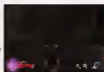


Although this level is small in size, the guards are positioned much closer together. At the start, attach the Grappling Hook to the wooden gate, but don't pull yourself up. Instead, observe the archer standing on the platform and wait for him to turn around, then drop down and kill the guard on the ground. You should have enough time to jump onto the archer platform and take him out as well; otherwise, stand directly below him and wait for him to turn around.



To the right of this area are two more guards and one dog. First, take out the guards individually by using the heavy shrubbery as cover. You can bypass the dog altogether by grabbing onto the wall that faces the upper wooden walls.

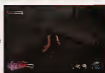
The final two guards patrol the river and far exit, respectively. Take out the guard patrolling the river by crouch-walking behind him—and remember that walking normally in shallow water will immediately alert enemies to your presence! After you take out the final guard at the far exit, backtrack and jump onto the upper wooden wall ledge. From here, walk along the ledge to find the Demon Gloves.



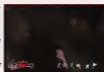
CHAPTER 9: FOREIGN LANDS

Mission Goal: Hurry to Riri's Aid
Grand Master Reward: Fire Spell

The most difficult part of Chapter 9 is actually the beginning, where you immediately fight three bosses at once. You won't be able to venture outside the immediate area, so you'll be forced to fight in a very confined space. Jump onto one of the platforms and knock off the guards as they attempt to climb on top. Make sure you stay crouched; otherwise, the guards farther away will shoot projectiles your way. If you happen to get knocked to the ground below, run to the opposite platform and repeat these steps.



Once you defeat the three bosses, walk up the hill on the right and slowly approach a single guard. Use your Blowngun to take him out. Don't worry if the surrounding guards notice his death. Simply wait for the alert to subside, then move to the far left of the upper area and spot the two guards patrolling at the bottom. Wait for them to stand together, then drop down for a double kill. Once you make it past this area, you'll encounter three more guards. Wait for them to separate, then hang on any of the ledges they patrol, but don't pull yourself up. Wait for them to turn around and stealth-kill them.



CHAPTER 10-1: FLAMES OF PASSION

Mission Goal: Defeat Hitoha and Futaba
Assassin Reward: Bola

You'll encounter the monk guards in this level. These guards can detect movement much easier than previous guards; however, they do follow the basic patrol pattern. Jump onto the shack and wait for the two guards to separate, then quickly drop down and kill the



nearest one. Next, either run quickly behind the second guard or wait for him to return from patrolling the path that leads to the mountains.

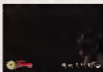
Once you approach this rock face, grapple upward and hang on the ledge—do not pull yourself up or you will be spotted by the guard patrolling this area. Instead, wait for him to turn around and then kill him. From here, you can drop down to the ledge below (directly above and behind the shack) and take out the guard.



CHAPTER 10-1: FLAMES OF PASSION continued

This guard stands in place and turns occasionally. Get as close as possible, then wait for him to turn around and kill him.

This is the most difficult area in the level, mainly because you have three guards in very close proximity to each other. Slowly crouch-walk up this ramp until



you see the head of the guard patrolling the upper ledge. Generally, the guard will be patrolling this area while the other two guards are farther away and positioned for a double kill. The instant he turns to the left, immediately run up behind him and kill him, then quickly crouch and



stay against the wall. If you miss the jump to the upper ledge, the other two guards will be alerted to your presence. Approach the two remaining guards and jump down for a double kill.

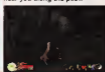
Use the Blowgun to take out the guard at the opposite end of the bridge. Now use the Grappling Hook on the farthest wooden plank on the right side of the collapsed bridge and shimmy to the other side. Drop down to the ledge just below the end of the bridge and observe the guard patrolling the stairway. Take him out when he turns around, then proceed up toward the final cave area where two guards are located. Wait for them to turn around, then take them out.

You'll have to face both Hitoha and Futaba for the level boss battle. The general behavior consists of Hitoha rushing you down with melee attacks while Futaba stays in one general area and throws darts. The key is to lure Hitoha away from Futaba—do this by strafing on the outer perimeter of the boss arena. Hitoha is quickly rushing down Futaba from immediately after she throws darts. Once you dispose of her, continually strafe around Hitoha and strike when he has whiffed an attack.

CHAPTER 11: A DANCE OF SWORDS

Mission Goal: Defeat Ranzou
Grand Master Reward: Decoy Whistle

This is actually one of the easier levels in the game (at least until you reach the boss battle with Ranzou). At the start, crouch behind the sloped area and stalk one of the two guards in this area. Take out the other guard when he begins to patrol near you along the path.



The area with the fire pit contains three guards. Take out the one closest to the tunnel you just came through, then eliminate the remaining guards in any order.

Once you enter the Shrine, you'll immediately be faced with enemies to the left. Jump on top of the adjacent structure, making sure to crouch immediately once landing on the roof; otherwise, the female guard in the distance will notice you. Drop down on the two guards for a double kill, then quickly run back behind the structure and wait for the female guard to investigate the killings.

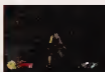


The boss battle with Ranzou is probably the hardest ordeal you've encountered so far. Make sure you have a good combination of strength-increasing items as well as health-replenishing ones. As in previous boss encounters, dodge his combinations, then counter once you've blocked or avoided his attacks. He has the power to temporarily paralyze you as well. Quickly perform a back flip when you begin to see a purple circle form under you. If you find Ranzou too difficult to defeat, try to stay alive for about one minute and the game will transition to the next level whether you've killed him or not.

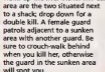
CHAPTER 12-2: TENCHU KURENAI

Mission Goal: Defeat Shou and Jyuzou
Assassin Reward: Cannon

You'll definitely want to equip the following items for this level: Blowgun, Demon Claws, Invisibility spell and Caltrops. As mentioned earlier, items are not required, but they can greatly aid you in obtaining a Grand Master/Assassin rating and in defeating bosses.



Dispose of the two guards at the start of the level and then cross the bridge. Go to the right, peek down the stairs and wait for a guard to approach you. Once she turns her back, sneak down and kill her. Return back to the area near the bridge and walk down the left path that leads into small village section. Kill the guard that walks up the near stairs. The easiest guards to dispatch from this area are the two situated next to a shack; drop down for a double kill. A female guard patrols adjacent to a sunken area with another guard. Be sure to crouch-walk behind when you kill her, otherwise the guard in the sunken area will spot you.



After the small village area, you'll enter a makeshift area with a series of scaffolds. Take out the guards on the left and right scaffolds, then use your Blowgun to kill the guard in the middle of the area to clear the entrance to the boss battle.

The final boss battle consists of fighting two bosses in succession. Shou is similar to Tatsukichi (the boss of Chapter 3-1) in that he merely stands in one spot and fires projectiles. He doesn't block attacks particularly well (or at all), so strafe around him when he fires, then take him out with any basic combo attack.

The key to defeating Jyuzou is to keep your distance, more so than usual; his lunge attack travels farther than that of any other enemy you've faced before. Fortunately, the same pattern holds true, even for the final boss: Strafe around an outer radius and wait for him to do his lunge attack. At this point, he is in his most vulnerable state. If you have the Strength potion or Demon Gloves, equip them, then unleash a combo attack after he's missed his lunge attack. Additionally, lure him toward you while placing Caltrops to aid in slowing him down; this will allow you to attack from behind while he's stunned.

STARFOX

ASSAULT



Strategy
Guide by
Geoff Arnold

Nintendo and Namco have decided to take the *Star Fox* franchise back to its roots with the latest title in the series, *Star Fox: Assault*. More similar to *Star Fox 64* than *Star Fox Adventures*, *Assault* picks up the story where *Adventures* left off and launches you into a new game filled with epic space battles, frenzied ground fights and some fast and furious third-person shooter action. To top it all off, a four-player multiplayer mode is included so you can duke it out with your friends to decide once and for all which of you is the best Arwing pilot.

GENERAL GAMEPLAY TIPS

Star Fox: Assault doesn't really require a walkthrough, but there are some things that you can do to avoid getting blasted out of the sky. Here is a short list of tips that we've compiled to help you get started.

COLLECTING POWER-UPS



There are several different types of power-ups in the game, including healing items, weapons and extra lives. Take the time to explore each area thoroughly and collect the power-ups in each mission; they will make your life easier and might even prevent you

from having to start the mission over. Some of the power-ups are in plain sight, while others are well hidden. Each mission has at least one extra life power-up somewhere in the stage, so search every nook and cranny to ensure that you don't miss anything.

SAVING YOUR TEAMMATES



There are times in the game when your teammates will come under fire and are not able to save themselves.

When this happens, you will receive an audible distress call accompanied by a flashing marker on the screen to indicate your teammate's general location. Quickly fly or drive over to them and shoot down the baddies chasing your teammate. Saving them is extremely important, since it will allow them to fight on, taking down more enemies and saving your hide in the process. You will also receive a bonus medal at the end of the mission if all of your team members survive.

CHARGE SHOT



Although your normal weapons may seem powerful, the charge shot will really give you an advantage. The charge shot can lock on to nearby enemies; after releasing it, it will home in on and destroy whatever the intended target was.

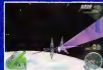
There are some enemies in the game that are unaffected by normal blaster shots and can only be damaged by charge shots, so try to get into the habit of always making sure that your weapon is charged, whether you're in a vehicle or on foot.

MANEUVERING YOUR SHIP

Learning to control your Landmaster and Arwing without fumbling around with the controls will definitely save your hide, especially in areas where you are surrounded or outnumbered. Here are some helpful maneuvers that can get you out of most situations you encounter.



Barrel Roll—Press and hold the L button in conjunction with Left or Right on the analog stick to execute a barrel roll. This technique is useful for avoiding incoming projectiles and enemies.



Quick Boost—Press the Y button while in the Arwing or the X button while in the Landmaster to give yourself a short and quick speed boost. This technique is useful for catching up to your teammates or enemies and avoiding attacks from behind.



Banking Moves—Press the L button lightly in conjunction with Left or Right on the analog stick and hold it to execute a quick banking turn. Like the barrel roll, this technique is very useful for avoiding enemies, but more importantly, it is the fastest way to get from one side of the screen to the other.



Brake (Arwing only)—Press and hold the R button to stop your Arwing in mid-flight. This technique is useful when you need to concentrate on firing accurate shots at a target, or when you are being chased closely by an enemy. Hit the brakes and they fly right by!



Loop/U-Turn (Arwing only)—Push Up on the C-Stick to execute a loop and press Down on the C-Stick to execute a U-turn. These techniques are very useful in dog-fights, and can be used to avoid homing missiles and laser fire.



Hover (Landmaster only)—Press the Y button when in the Landmaster to hover. This maneuver is good for getting into areas that are normally out of reach; it can also be used to avoid ground fire.

MISSION 1: FORTUNA—A NEW ENEMY

GOAL: Take out Oikony

MISSION TIPS

★ Destroy as many fighters as you can, especially when they attack in groups; this will give you a bonus to your total hit point score, which counts toward your total Mission Score at the end of the stage.



★ Use your charged shot to destroy some of the more difficult enemies that you encounter, such as the prototype fighter and stealth fighters.

You will run into them around the 02m05s mark.

★ Collect as many Power Upgrades and Smart Bombs as you can; you will need them once you reach the planet's surface and have to deal with Oikony.

★ When you reach the surface, there is no predetermined path through the first set of caverns. Look for alternate paths and additional power-ups.

★ When you reach the inner city, look for even more power-ups by destroying the tubelike structures on the ground and the moving carts.

BOSS BATTLE: Oikony



hand to bring the ship down.

When Oikony's ship first appears, it will transform into a robotic likeness of the ape. Its weak spots are its hands. Just before the giant robot delivers a blow, it will expose the palm of its hand—hit the center of the palm with a well-placed charge shot and repeating laser fire to do damage. Avoid the giant robo-monkey's blow and repeat the process with the opposite

BOSS BATTLE: Aparoid Insect



After destroying Oikony and his flagship, you will have to fight an aparoid. When the battle begins, concentrate all of your fire on the insect's wings, destroying one at a time. Eventually, the aparoid will retreat temporarily and will fire a laser blast at the ground, stirring up the earth. The aparoid will then summon the giant pieces of earth and throw them at you. Try staying in the extreme upper left or right corner of the screen to avoid most of them with little worry. After all of the wings are destroyed, the aparoid will reveal its weak spot, the inner core of its head. When you see it, open fire with repeated laser shots. At this point, the insect may retreat again and fire repeated laser blasts toward you. Roll or bank out of the way of the lasers and fire at the exposed core to continue doing damage. Repeat the process to defeat the creature and continue on to Mission 2.

MISSION 2: KATINA—FRONTIER BASE BATTLE

GOAL: Investigate Base on Katina

MISSION TIPS



★ You won't be able to get into the Landmaster until after the first cutscene; fight your way through the hordes of creatures and look for the vehicle in the northwest corner of the base.



★ Once in the Landmaster, seek out and destroy the elite mechanical creatures located around the base. Check your map for the large red circles if you have trouble locating them.

★ While moving through the base and destroying targets, collect any weapons that you see lying around and add them to your inventory—you never know when your Landmaster may suddenly be destroyed.



appear near the southeast side of the base.

BOSS BATTLE: Aparoid Crawler



The crawler descends to the base after destroying all of the hatches. When the battle begins, try to distance yourself from the creature, as this will help you to avoid its missiles and laser blasts. Immediately start firing at the glowing orb underneath the aparoid, while dodging its incoming missiles. After wearing the creature down with a few blasts, quickly drive toward it and boost yourself on top of the beast. Aim toward the center of the aparoid and wait for it to reveal the inner core. Fire repeated blasts into the core while it's exposed, then quickly drive off of the creature's back to avoid the laser blasts from its upper hull. Retreat to a safe corner of the base and wait for the glowing orb underneath the aparoid to become visible once again, then repeat the process to defeat the beast and complete the mission.

MISSION 3: SARGASSO SPACE ZONE—HOSTILITIES REVISITED

GOAL: Take Control of the Hideout

MISSION TIPS

★ This mission can be very difficult, as it is timed; if you take too long destroying the targets inside, you will fail the mission. Ignore the enemies outside of the complex and concentrate on destroying the designated targets inside.

★ The hideout is littered with different enemy types, many of which you will be encountering for the first time. Your charge shot is indispensable here, as all of the larger enemies will go down in one hit. Try to maintain the charge on your weapon at all times.



northeast section of the third floor.

★ The targets that you are looking for are spread out throughout the complex, and can be found on different floors. To locate the final targets, you will need to take the elevator to the upper floor. Look for the elevator near the

continued

MISSION 3 continued



★ After destroying the targets inside, get down to your Arwing as soon as possible—your teammates will quickly come under attack from multiple enemies and will need your help.



Once you are in your Arwing, concentrate on only one of the three members of Team Wolf at a time. Try not to let any of them get behind you, as they can shoot you down rather quickly. Pick up the power-ups near the asteroids and the space station when necessary to replenish your shield or to boost your firepower. Use your charge shot when you have an opening to take them down in a few hits and complete the mission.

MISSION 4: FICHINA—INTO THE STORM

GOAL: Recapture the Climate Control Center

MISSION TIPS



★ To deactivate the shield surrounding the control center, you will need to disable the nearby power generators with your Landmaster. Look for the large towers scattered around the area (use the map to find them if necessary) and shoot the center power supply near the apex of the tower to shut down the generator.



★ When you have finished destroying the generators, make your way to the control center and shut off the climate controls. To destroy the sentry robots, wait until they get close to you and they will "open up;" take this opportunity to fire. Destroy the designated number of robots, then wait for Falco to rescue you.



BOSS BATTLE: Aparoid Generator



First, fly around the area and collect the gun and shield power-ups, along with any Smart Bombs you can find. As the battle starts, the aparoid will release a large amount of aparoid spawns. Shoot down the spawns, staying at a safe distance from the generator, and wait for the aparoid to begin storing energy. When the aparoid begins to store energy (Slippy will give you a verbal warning), it will release a large laser blast shortly afterward. Avoid this blast at all costs, as it is capable of all but destroying you in one hit. After the aparoid fires its laser, the center section of the generator will open up, revealing its weak spot. Quickly fly over to the machine and use your brakes in front of it. Fire a Smart Bomb or charge shot into the core to damage the aparoid, then quickly retreat before the machine has a chance to pummel you with its onslaught of attacks. Fly around and collect any necessary shield power-ups, and repeat the process to permanently retire the generator.

MISSION 5: ASTEROID BELT—THE APAROID MENACE

GOAL: Hunt Down Pigma

MISSION TIPS



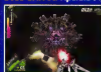
★ In the first part of this stage, you will have to destroy both the asteroids and aparoids that cross your path. Concentrate on the asteroids first, as running into them will cause a lot of damage. (Note: Only the brown asteroids can be destroyed; the gray ones are indestructible.)



★ At the two-minute mark, you will encounter some strange-looking meteorites. When you approach them, they will hurt themselves at you, doing large amounts of damage. Lock on with your charge shot and destroy them before they get close.

★ At around the four-minute mark, you will enter the base. After taking a few sharp turns, you will end up in the construction area, where giant mechanical arms will attempt to smash you. There are six arms total, and each one will block a specific area of the screen. Move your Arwing to the following portions of the screen to avoid the arms: extreme right or left, bottom, top, lower right, then remain on the top to pass by them safely.

BOSS BATTLE: Aparoid Pigma



This battle is split up into two parts; you will have to defeat both the robotic arms protecting the aparoid and destroy the inner core itself. The arms can release a battery of missiles or laser blasts; they can also throw meteors and even smash into you to cause damage. Avoiding the missiles, laser fire and meteors is easy; simply roll your Arwing to the left or right before they get close. While the arm is extended at the aparoid's side, it is invulnerable. To avoid the aparoid's physical attack, watch for one of the arms to curl up near the center of the beast—this is its cue that it will attack. Eventually the aparoid will draw the arm close to its body, which makes it vulnerable. Even though several arms may expose themselves at one time, concentrate all of your fire on one arm only—this will ensure that you do maximum damage to the arm while it is exposed. Continue firing on one arm until it is destroyed, then move on to the next. Once the arms are finally destroyed, the core will be exposed and you will be able to damage the beast. While the center panel of the creature is open, fire Smart Bombs or charge shots straight at Pigma's face. The ports around Pigma's face will fire missiles at you, so be prepared to dodge them. When Rob informs you of a high energy buildup, get ready to move. Pigma's "face" will emit a large continuous laser blast that can melt your ship in seconds. Avoid the laser blast and continue firing at the aparoid to complete the mission.



MISSION 6: SAURIA-REUNION

MISSION TIPS



is dependent on the difficulty level that you choose. The higher the difficulty, the more hatchers you must destroy.

Some of the hatchers may be tricky to locate, so be sure to check everywhere—including underground caves, on the sides of walls and even rooftops and ceilings. Use your radar in conjunction with the mission map to quickly locate and destroy each hatcher. Note: As with Mission 3, the number of hatchers you must destroy



emmes you can find to save your buddies and buy yourself some more time to locate the hatchers.

MISSION 7: CORNERIA—WAR COMES HOME

GOAL: Recapture the Cornerian Capital

MISSION TIPS



The first thing you'll want to do here is to look for a sniper rifle, which you can locate by simply wandering around the city or by picking it up after destroying certain enemies. There are several radar jammers in the city that you must destroy using the sniper rifle; check your map for the red dots and head over to the general area of each jammer. The jammers are usually hovering in the air next to a building or similar structure. Destroy the jammer with a well-placed sniper shot or two and move on to the next one.

There are several extra 1-ups, barriers, weapons and first aid kits scattered throughout the city. If you start to take too much damage or need some extra firepower, duck behind some buildings and wander around the streets for a bit, collecting items until you're ready to jump back into the fray.

After destroying all of the jammers, you'll have to head back to your Arwing. Look for the tall building just west of the capital's center to locate the craft.



The next portion of the stage is similar to Mission 4; you'll have to fly around the city on Wolf's wing, destroying aporoids as you zoom through the structure. As in Mission 4, concentrate on those aporoids that are able to lock onto Wolf's craft and destroy them first, since they are capable of doing the most damage. Eventually you will destroy the aporoid reinforcements and will be cleared to progress to the next part of the mission.

BOSS BATTLE: Aporoid Pepper



This battle isn't too difficult, provided that you can shoot accurately. The key to winning is to inflict as much damage as you can in between Pepper's attacks. As soon as the battle starts, begin firing on the aporoid and don't let up until he attacks. Intermittently throughout the fight, Pepper will summon six small aporoids to surround his ship. Concentrate on destroying them one at a time and as quickly as possible; these aporoids can fire repeated laser blasts, depleting your health within a few shots. When you see Pepper retreat briefly and you hear a verbal warning from Wolf, the giant aporoid will fire several clusters of highly damaging missiles at you. Shoot the missiles down before they reach you to avoid taking damage, and continue pounding on Pepper with your Plasma Cannon until he expires.

MISSION 8: ORBITAL GATE—INCOMING

GOAL: Protect the Gate

MISSION TIPS



collect as many power upgrades as you can for the next part of the stage.

The first part of this stage pits you against an army of aporoids in space. Destroy as many of the creatures as you can within the first two minutes. Don't forget to help your teammates if they get into trouble (in this case, Slippy and Krystal) and try to



the missiles will impact the space station, ending your mission.

At the two-minute mark, giant missiles will be fired at the space station. Target the missiles' weak spots and fire at them with charge shots to bring them down. Use your boost to travel from missile to missile; if you hang around in one spot too long,



After destroying all of the "small" missiles, one final large missile will emerge

from the warp gate and begin targeting the space station. This missile is split up into three separate parts, and each part must be destroyed individually. Use charge shots and Smart Bombs here to destroy the missile quickly, as each time a section is destroyed, the missile will accelerate on its course toward the station. Get behind the missile first and fire at it from the rear to obliterate the aft section, then boost away, regroup and approach the giant missile from the side. Blast the center core to destroy the middle section, then repeat the process with the front section to complete the mission.



MISSION 9: APAROID HOMEWORLD—BREAKING THE DEFENSE**GOAL:** Storm the Aparoid Homeworld**MISSION TIPS**

* Again, the difficulty level determines how many targets you will have to destroy in this mission. Your main goal here is to destroy aparoid hatches, which can be found in the large sub-rooms at the corners of the level (check your map if necessary).



* Each aparoid hatch is heavily guarded, so make sure that you enter each sub-room area with caution. Before you can destroy each aparoid hatch, you'll need to take out the shield device that's protecting it. Destroy any nearby enemies first to give yourself time to work with the shield generators.

* There will be many times in this mission when enemies that you destroy will leave behind First-Aid Kits as well as additional weapons and barriers. Take out as many enemies as you can and look for these items to continue the fight.



* After you wipe out the hatches in the sub-rooms, Rob will alert you to the presence of hatches underneath the city. Hop into your Arwing and fly beneath the structure, destroying the hatches that are attached underneath to complete the mission.

MISSION 10: HOMEWORLD CORE—THE FINAL BATTLE**GOAL:** Defeat the Aparoid Queen**MISSION TIPS**

* This level is fairly difficult, especially on the harder difficulty settings, and it may take some practice to complete. There are multiple enemies that attack from both in front and behind, and you'll have to avoid numerous obstacles and traps in order to reach the Queen.



* When you reach the 22s mark, you will run into an area with metal plates attached to the walls. Move your Arwing to the bottom right, then top left to avoid them.

* Fight your way through the tunnels and watch for another set of metal plates at the 01m13s mark. Move your Arwing to the bottom left then bottom right to avoid all three plates.



* At the 01m24s mark, metal plates will extend from the walls around you. Go up, then move your Arwing in a clockwise circular motion to avoid being crushed.

* Near the 02m40s mark, aparoids will fly at you from behind. You will take damage if they hit you, so avoid them by staying at the center of the screen.



* At 03m52s you will come across an area with rotating fan blades. Stick to the top and use a combination of boosting and braking to fly through the small openings and avoid getting cut to shreds.



* When you reach the 04m20s mark, prepare to do some fancy flying. A dozen tough aparoids will block the screen, firing missiles at you. Try to avoid staying in one spot here, as the missiles will track you

and can destroy you in a couple of hits. Move your Arwing around in a circular clockwise motion to avoid getting blown out of the sky.

BOSS BATTLE: Aparoid Queen

When the battle begins, the Queen will start spinning, which indicates that she is building up her armor. While she is spinning, fire repeatedly at the armor surrounding her lower half to destroy it—this will expose her weak spot and allow you to inflict damage. When the Queen's core is exposed, she will begin channeling energy; this is your cue to quickly move away from her. Avoid the area directly in front of the Queen at all costs, as she can fire a barrage of laser blasts that will destroy you within seconds. The easiest way to damage her without getting turned into space dust is by approaching her from the side and firing at the core from a safe distance. Throughout this battle, destroy the queen's drones and they will randomly drop shield and weapon power-ups, which will help greatly. Continue the process of destroying the Queen's armor and inflicting as much damage as possible to defeat the aparoid.

BOSS BATTLE: Mutated Aparoid Queen

After destroying the Queen in her first form, she will mutate and you will have to fight her again. When this battle begins, the Queen will cover herself with a metal shield. Shoot the four pink bulbs on the shield to get her to emerge from behind the shield, then start firing at her head. Blasting the armor off her head will allow you to inflict damage. Fire at the head with Smart Bombs (if you have them) or repeated charge shots to bring the pain while avoiding or shooting down the bombs that the Queen fires at you. When the Queen exposes her snake-like neck, she will attempt to either hit you with her head or use a fire-breathing attack, barrel roll left or right while simultaneously moving your Arwing up or down to avoid taking hits, then continue firing at her head to destroy her.

BOSS BATTLE: Aparoid Queen Final Form

Destroying the Mutated Queen invokes her transformation into her final form. This form is very deadly, as any of her attacks can send you packing in a few hits. When the battle starts, the Queen will fire a cone of continuous flame toward you. Avoid this attack as you did with the last form; barrel roll or boost to one side or the other and move your Arwing up or down depending on the location of the stream of fire. When she stops, unload on her with repeated laser shots and charge shots to inflict damage. Periodically, the Queen will also fire out a circular shock wave attack. To avoid it, simply move with the Queen and keep her directly in front of your Arwing at all times; the shockwave will pass harmlessly by you. Continue firing at the Queen at every opportunity while avoiding her attacks, and eventually she will go down.



MULTIPLAYER TIPS

Tired of beating down Oikonny? Feeling like Mission 9 on the Gold difficulty setting is too easy? Invite some friends over and get some multiplayer going! The *Star Fox: Assault* multiplayer mode is a bit more lighthearted than most multiplayer games, but there still are some things that you can do to get a head start on your buddies.

LEARN THE STAGE



Learn the layout of each stage to gain an advantage on your opponents. Find out where the powerful weapon and vehicle spawn points are, identify the best spots to take cover when sniping and look for good spots to take cover when being chased. Try playing a few games by yourself in each stage to

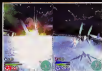
familiarize yourself with the environment before attempting multiplayer mode.

THE GUY WITH THE BIGGEST GUN WINS

Your first priority in any multiplayer fight should be to get a bigger gun. Not only will a weapon like the Rocket Launcher intimidate your opponents into making mistakes, it will also take far less shots for you to take them down. The best weapons to score in a multiplayer game (aside from the Demon Launcher) are the Rocket Launcher and Gatling Gun. These weapons are extremely powerful and can take people out in a few hits.



GET A VEHICLE!



In those multiplayer stages that allow the use of vehicles, a winner can be decided in moments by seeing who hops into an Arwing or Landmaster first. The weapons on these crafts are extremely powerful, and they are capable of mowing down opponents with just a few hits. Beat your opponents to the punch and head for a vehicle right off the bat if you can; otherwise, you may have an uphill battle against your buddies.

ANNOYING TACTICS

By far one of the most annoying tactics in multiplayer mode is what I call the "Jumpy-Jumperton." This occurs when players jump around irrationally, with no organized thought pattern, making it difficult for you to lock on to them. When another player is on your tail, start jumping wildly in any direction to keep them from locking on or firing at you; a bouncing target is harder to hit. Another annoying tactic is the "wild strafe"—strafing back and forth in any direction randomly. Doing this can make you extremely difficult to lock on to and hard to hit, since your opponents will not be able to predict when you will suddenly change direction and begin strafing the other way. If you really feel like annoying your opponent, try combining the above tactics to make yourself a hard target.



USING COVER



One of the best ways to avoid taking damage is to use your natural surroundings as cover. If you know you are getting chased, or if another player has a lock on you, try quickly running behind walls and buildings to avoid getting blasted. Strafing in and out from behind cover is also a useful technique.

When the coast is clear, quickly turn around and strafe out from behind cover to take potshots at other players or strafe from one area to another while firing.

CAMP STRATEGIC SPOTS



Although the action in *Star Fox: Assault* is extremely fast-paced, it may do you some good to "camp" once in a while. Knowing the locations of vehicle and weapon spawn points is the key to winning in this game, and knowing where to help out to

immensely. Try picking an area where you cannot be approached from behind, and either litter the aforementioned area with mines or pick a weapon that is capable of taking down an opponent quickly (Machine Gun, Rocket Launcher) and wait for an opponent to stroll by. This is a very good tactic to use in multi-tiered stages, as opponents in the heat of battle may not be able to tell if they are getting shot from above or below.

UNLOCKABLES & SECRETS

★ Collecting all Silver Medals in Story Mode unlocks the X-wing bonus game.

★ Beating the game and collecting all Ally Medals unlocks Wolf in Vs. Mode.

★ Completing Stages 3, 4, 6, 7, 8 and 9 in Story Mode unlocks those stages as multiplayer stages in Vs. Mode.



MULTIPLAYER UNLOCKABLES

There are also many extra items in *Star Fox: Assault* that can be only be unlocked by completing a certain number of matches in Vs. Mode. Here is a list of these items and how many matches are needed to unlock them:

Unlockable	to Unlock
Missile Launcher	5
Missile Launcher Bout	10
Peppy Character	15
Booster Packs & Launcher Tilt	20
Gatling Gun	20
Titania Desert Stage	40
Simple Map 4 Stage	60
Fireburst Pod	75
Sure-Shot Scuffle	75
Booster Pack	90
Booster Packs Brawl	110
Zoness Sea Base Stage	130
Wolfen	150
Crown Capture	170
Sensor Rocket	170
Cluster Bomb	200
Simple Map 5 Stage	260
Demon Sniper	Collect All 50 Special Flags in Story Mode or Mission Mode



ODD WORLD STRANGER'S WRATH

Strategy
Guide by
Charlotte Chen



Stranger is the latest in a string of unlikely heroes conceived by Oddworld Inhabitants. A creature of few words, he expresses himself through his wrist-mounted crossbow, single-handedly facing down gangs of outlaws in pursuit of his bounty. The game flows in a logical fashion, and with the multitude of signs, colorful NPCs (non-player characters) and in-game hints regarding Stranger's next task, it's very unlikely you'll get lost. Instead of writing a comprehensive walkthrough, I've provided some general tips, useful ammo combos and basic boss strategies.

GENERAL TIPS

Dead or Alive



Bounties are worth more money if you capture them alive. However, bosses are very difficult to capture alive, especially later in the game, because they have a health meter and a stamina meter. It is the stamina meter you need to reduce in order to knock them unconscious, and it's difficult to lower this without also killing them. The best combination is usually the Zapfly/Thudslug one-two punch. Bosses can be bountied only when they're dead, or there are three yellow "dizzy" stars circling their heads. The red stars do not count.

Quick Save

You can save the game at any point by pausing it and then choosing Quick Save. This is helpful for novice FPS players, since you can kill a guy, save, kill another guy, save, etc., until you get the hang of things.



Ammo Pause

When you open the ammo menu, it's the same as pausing the game. If you're in a tight spot, don't be afraid to switch ammo types.

First-Person/Third-Person

Stranger's Wrath is a seamless integration of a first-person shooter with a third-person action platformer. You can switch between perspectives at any time. When playing in third person, you can move much faster than you can in first person. Get used to switching back and forth.



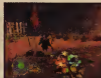
Healing



Stranger can heal himself by pressing the Y button. He has two meters, a health meter and a stamina meter. When he heals himself, the health meter pulls energy out of the stamina meter. The stamina meter constantly replenishes when Stranger isn't running.

Melee

Stranger has three basic melee attacks. Press Left Trigger for a spinning punch and Right Trigger for a head butt. When Stranger runs fast, he'll get down on all fours and begin to lope. While loping like this, he can perform a ramming attack by running into enemies.



Hidden

While standing in tall reeds, Stranger is completely hidden from outlaws, even ones who might have been chasing him earlier.



Snipers

Sometimes Stranger is pinned down by a sniper who is shooting a pink laser. Shooting one of these snipers with a fully charged Zapfly will knock the sniper out. This way you don't waste any ammo.

Environment Traps



Check around to see if there are easier ways to defeat large groups of enemies. You can shoot explosive barrels, activate cranes to drop rocks or crates and use the Spark Stunkiz in later levels to fling enemies into water, electricity or grinders. Get creative.

AMMO COMBO TIPS

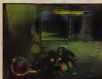
Oldworld: Stranger's Wrath gives a whole new meaning to the term "live ammo." Stranger's double-barreled crossbow holds two kinds of living critters, from the smack-talking Chippunks to the bomb-tastic Boomrats. Here are some useful critter combinations to use while hunting down bounties.



• **Zapfly + Thudslug**—This is best for capturing boss bounties alive. Hit them with a one-two punch of this combo until you see three yellow stars over their heads, then bounty them. The majority of boss bounties cannot be captured with simple tools, and will burst out of Bolamite webbing instantly.



• **Stingbee + Thudslug**—The rapid fire/low damage Stingbees balance the heavy damage/slow-loading Thudslugs. Shoot an outlaw with a Thudslug, then—while waiting for another to reload—continue shooting Stingbees.



• **Stunkz + Boomrat**—When you are overlooking a large group of enemies clustered together in a small spot, use a Stunkz to immobilize them, then shoot a Boomrat into the center to blow them all up at once.



• **Chippunk + Fuzzle**—This works well on individual outlaws. Lay down a Fuzzle trap and shoot a Chippunk right into the center. When the outlaw comes over to stomp on the Chippunk, the Fuzzles will tear him to pieces.



• **Chippunk + Bolamite**—Hide in tall reeds and lure outlaws toward your hiding spot one by one. Fire a Chippunk near enough to distract the outlaw; when he comes over to squish it, capture him with the Bolamite web.



• **Spark Stunkz + Bola Blast**—The Spark Stunkz pulls all enemies within range to one spot. Nail the group with a Bola Blast, then bounty them quickly.



• **Rabid Fuzzle + Riot Slug/Boomrat Seeker/Super Sting Bee**—Fuzzles are great at causing additional damage to enemies with high defense. While they're busy chewing, compound the damage by firing Riot Slugs, Boomrat Seekers or Super Stingbees.



• **Spark Stunkz + Boomrat Seeker**—Force enemies to one spot, then blow them up.



• **Boomrat Seeker + Riot Slug**—This is a good combination to use against the shock tanks. Fire a Boomrat Seeker from a safe distance, and use the Riot Slugs while up close.



• **Super Stingbee + Sniper Wasp**—The Sniper Wasps are great for taking out other snipers, and also for downing a Sleg Handler before he unleashes the pack.

BOUNTIES

The first half of Stranger's Wrath is imbued with an Old West feel, as Stranger travels across the frontier, visiting different towns, collecting bounties and capturing outlaws in exchange for cash. This is the basic game formula: Complete a bounty, capture him or her, return to the Bounty Store to cash out. Repeat until all available bounties are captured, then move on to the next town. *Note:* After cashing out a bounty, always check the General Store for new items. Also, when you accept a new bounty assignment, the Chickers in town will gossip all about it, so speak to them if you want some information.



Gizzard Gulch

Blisterz Booty

ALIVE \$200 The easiest bounty of them all. Just suck him up during the tutorial by pressing the X button.



Filthy Hands Floyd

ALIVE \$200 DEAD \$100 When you reach the ambushed wagons, hide in the tall reeds and use Chippunks to start luring Floyd's minions toward you one by one. Hit an outlaw with a Bola Blast, bounty him and repeat. If the outlaws spot you, you can run and hide in the tall reeds again. Floyd won't move toward you on his own, so bounty all his boys and get closer. Shoot him with a Fuzzle, then a Bola Blast. He's the easiest boss to bounty alive.



Looten Duke

ALIVE
\$600
DEAD
\$200

Looten Duke refuses to come out of his fort until you defeat all the other outlaws. There's a clump of tall reeds you can hide in to lure the outlaws outside the fort. Get rid of them, then pick up ammo from the right side of the fortress.

Place a row of Fuzzles right in front of the large central door, then start pounding on it to break it down. Keep luring outlaws outside, then get inside. Shoot the surge activator on the side to drop a platform, and inside on the right you'll find some more tall reeds to hide in. After you defeat the last outlaw on the ground, two artillery men will appear on the roof. Take cover inside the concrete structure in the center of the yard and shoot the two outlaws with Thudslugs. When they die, Looten will come out, firing his gatling gun. Shoot him with the Zapfly/Thudslug combo until he gets knocked unconscious. Three yellow stars circling his head means you can bounty him up alive.



Boilz Booty

ALIVE
\$600
DEAD
\$300

Before you take on this assignment, check the General Store, and also make sure your ammo is fully stocked. The instant you accept the assignment,

the battle begins. Run to the back alleys of the town (break the fences) and quickly shoot Fuzzle traps. If you get a chance to bounty one of Boilz's underlings, do it fast, then heal and run to hide behind the trailer in the corner. Lay Fuzzle traps there as well, and heal when you get a chance. Keep going back and forth between the back alleys and the trailer until it's down to just you and Boilz Booty. His shotgun causes a huge amount of damage. Hit him with the Zapfly/Thudslug combo until you can bounty him. Of course, you could also just kill him, which makes the fight easier.



Buzzarton

Jo' Momma

ALIVE
\$800
DEAD
\$400

Jo' Momma is in a large outdoor area where a huge ship is partially buried.

You can use the tunnel it makes to lay Fuzzle traps and lure outlaws within range of a Bolamite web.

However, there are several larger outlaws here—including the Outlaw Nailer, who has armor covered in nails and can't be wrapped in a web. If you see one of those coming, hit it with a Boombat. Also, in the clearing, Jo' Momma will try to crush you with a huge hammer. You need to shoot a fully charged Zapfly at a surge activator to start an elevator. This will lift you up to Jo' Momma's level, but you have to move hand-over-hand across a wire to reach her. Kill the two outlaws with her, then shoot a bunch of Fuzzles near the switch on her side. Hit the surge activator with a Zapfly to turn off the electricity on the wire, then swing across. Take out Jo' Momma the same way you did the other bounties. Note that Jo' Momma's stamina bar depletes at least a third if you hit her with a Boombat.



Eugene Ius

ALIVE
\$1000
DEAD
\$0

The Eugene mission is actually a hostage rescue. After you accept the assignment, go to the General Store and speak to Professor Dimble, the Clacker wearing the graduation cap. Head uphill from the

Sewer Treatment Plant to reach the temple ruins.

On the way, you'll see one area with scaffolding perilously close to a lot of explosive barrels. Blow up the barrels and the wooden scaffolding will collapse, along with all the outlaws standing on it. There are several more outlaws to defeat, including snipers and Outlaw Nailers, but you should be able to handle it. Once you get inside the temple, there is a cave-in. After you capture or kill all the outlaws in the room, you can rescue Eugene from his cell.



Packrat Palooka

ALIVE
\$800
DEAD
\$300

First, go back into the sewers to learn the password. Head up the path with the oil derricks to find the Junkyard. When you reach Packrat, he's protected by a magnetic field held up by four surge activators. He's also firing missiles at you. Use the two wire fences to shield yourself from the missiles, and shoot some Fuzzles on the ground right below center stage. Shoot a Zapfly into three of the

surge activators, then load up a Boombat. Shoot the last surge activator, then shoot Palooka with a Boombat. He'll fall off the stage into the

Fuzzles. Keep on attacking him with a Zapfly/Thudslug combo until you can bounty him. If you don't, he'll climb back on stage and turn the magnetic field back on, and the fight will get harder. Gun turrets appear on the side, and outlaws holding flamethrowers will run out. If this happens, just wait until they get behind the fences and hit them with a Bolamite. At this point, you can't get Packrat alive, so just turn off the magnetic shield and blast him with Stingbees and Boombats until he comes down to ground level where you can kill him.



Meagly McGraw

ALIVE
\$900
DEAD
\$300

Follow the pink signs to Farmer Beek's Apple Farm. The place has been ransacked. Bounty the outlaws patrolling the outskirts, then enter the farmgrounds. There are tall reeds to hide in on the left

side as you enter. Lure some enemies inside the cider press by using a Chippunk, then shoot a Zapfly into the surge activator. The ceiling will press them flat, killing them instantly. When all the other outlaws are gone, Meagly comes out riding a huge pet. Load Boomabats and Stingbees and fire at the creature point blank. You'll probably kill it immediately if you don't let up. The room behind it has a couple ammo crates. Once Meagly is on foot, he has a full health bar. He doesn't stay still, so lay Fuzzle traps along his path and hit him with the Zapfly/Thudslug combo. There are some Thudslugs flying behind the right side of the house.



Mongo Valley

X'plosives McGee

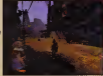
ALIVE
\$1,100
DEAD
\$400

Get on the elevator in the back of New York City. Fight outlaws until you can jump



in the mining cart. During your ride, load your Zapfly and shoot the explosive barrels. After the ride ends, climb the rope, then jump into the patch of tall reeds right next to it. Get rid of the outlaws and press the blue switch to open a door. Kill the two outlaws that come out, then go down the shaft they emerged from. At the end of the shaft, press another switch and you'll be face-to-face with X'plosives McGee. He is riding around on a circular track with three levels, and shooting missiles. If you stay underneath the platform in the center, the missiles can't penetrate. While he's on the first level, get rid of all the outlaws. When you hear a bell, it means you have a limited time to fire a Zapfly into the surge activator of the track switching box he's about to ride through, which will force him down one level. More outlaws will come out, so defeat these as well. A huge room full of outlaws and a turret gun will cause a lot of grief if you don't kill them before you lower X'plosives to ground level. Destroy the turret also. Once you can face X'plosives one-on-one, heal yourself, then lay some Fuzzle traps around the large rocks near the room that contained the group of outlaws. Lower him to ground level, and keep the rocks between you as you fire the Thudslug/Zapfly combo.

When you get back to town, there's a Clacker gossiping on the main street who has some information about a black market. Climb the rope and give the password to get some upgraded ammo and armor, also the Sniper Wasp. To use the Sniper Wasps, enter first-person mode, use the binoculars and press the Right Trigger to fire.



Lefty Lugnutz

ALIVE
\$700
DEAD
\$200

Speak to ol' Cornjaws, the Clacker standing in the field next to the General Store. In order to fight Lefty Lugnutz, you have to learn a sleg call, but ol' Cornjaws refuses to teach you until you kill a Giant Purple-Assed Sleg. Get a Mongo River Pass from the General Store and go through the New York Port Authority to get to the Mongo Wilds. When you get close, the giant sleg and her babies will emerge. She shoots a huge gob of green spit that can take off a lot of health. Fire Boombats, Stingbees and Thudslugs at the giant creature while you try to avoid the green spit she shoots. Stranger is able to use his crossbow while swimming, so you might want to fight her from the river. Be careful, though; Stranger cannot heal while swimming.



Once the Giant Sleg is dead, go back to town so ol' Cornjaws can teach you the sleg call. Follow the signs to the Grubb graveyard. When you're in the graveyard, perform the sleg call to lure Lefty out. He's on a high platform which he shares with several snipers. There's also a sniper hole on the upper right, so watch out for that. You can hide in a patch of tall reeds on the far right; the rocks in the river can also provide decent cover. Lefty leaves to "recalibrate his rifle" several times, and each time he comes back out, new snipers and ground outlaws appear. Fire Stingbees at Lefty and Zapfly to knock out the sniper.



Elboze Freely

ALIVE
\$1,000
DEAD
\$500

Elboze Freely and his gang are sitting on top of a mountain



of explosives downstream from the Mongo Wilds. At the end of the path, there are ropes leading up the cliff. When you reach the fortress, you'll come face-to-face with Elboze Freely. There are heat vents spaced all around the arena which you can use to propel yourself up to the raised platforms. Don't press A to jump while doing this; just run into a vent and let the forward momentum throw you onto the platform. Elboze will move to the outer wall and use a switch to retract the platform you're standing on. This is your chance to shoot him in the back, which is his only weak spot. Keep repeating this pattern until you capture your bounty. A hole opens in the floor which you can use to get back to town.

Fatty McBoombom

ALIVE
\$1,000
DEAD
\$300

Speak to Skycart Joe, the Clacker walking down main street in a stovepipe hat and a monocle. Go back to the river and ride the skycart. Get through the mountain



full of outlaws and take another mine cart ride. Fire at will until you can get out of the cart. Take out the heavily armored outlaws using Boombats and Thudslugs. There's a large rock near the entrance to his lair which you can use to shield yourself from Fatty's bazooka shots. He'll send his outlaws to engage you in close combat while he fires at you from a distance. Sometimes he catapults his own body right at you, so lay some Fuzzle traps around the rock you're using as a shield. If you fire Stingbees at Fatty, you won't need to be precise while aiming; the Stingbees will naturally home in on their targets. Keep shooting at Fatty, using the rock for cover, and you'll wear his health down gradually, covering the bad guys and head back to town.

THE ART OF ODDWORLD INHABITANTS

THE FIRST TEN YEARS (1994-2004)

Fans of the *Oddworld* series know that the artwork, character design and world design by the *Oddworld* inhabitants development team are among the best in the game industry, and the team has reams of awards to prove it. The *Oddworld* inhabitants, in turn, recognize that it is their fans who keep the dream going, and this first art book is dedicated to them. This symbiotic relationship of give and take, and mutual appreciation, exemplifies the *Oddworld* ideal of life in balance.

Spanning ten years in the ongoing development of the *Oddworld* Quintology, *The Art of Oddworld Inhabitants* (Ballistic Publishing, edited by Cathy Johnson and Daniel Wade) includes sketches, concept art and full-page renders of characters, environments, weapons and items from four different games: *Abe's Oddyssey*, *Abe's Exoddus*, *Munch's Oddyssey*, and *Stranger's Wrath*. (Note: *Abe's Exoddus* is a supplemental game, and is not considered to be a part of the Quintology.) There are also many behind-the-scenes testimonials from people like Sherry McKenna and Lorne Lanning, the co-founders of the studio.



Abe, the first and perhaps most recognizable *Oddworld* inhabitant, established the unique appearance of the heroes in the series. Stories about the origins of his name (and also early artist's renditions of a "mean Abe") reveal how this humble Mudokon came into existence. Since many *Oddworld* games are centered around the struggle of the natural world against the oncoming tide of civilization, the heroes have a naturalistic look. Abe's greenish skin tone, Munch's fish-like appearance and even the structures of some of the game settings are based on patterns found in nature. There are even many pieces of art that are influenced by musical instruments.



The most recent game, *Stranger's Wrath*, appears to go against the flow, with a more urbanized main protagonist. The beautifully animated introductory sequence has already garnered yet more accolades for the development team. The hero seems completely different from Abe and Munch—yet *Stranger's* hatred of guns (he only uses real live ammo) and his strangely secretive nature show a deeper side not revealed until late in the game.

A must-have for any fan of the *Oddworld* series, or for art lovers in general, *The Art of Oddworld Inhabitants* is an informative, comprehensive and beautifully detailed book that is a physical testament to the love and labor put into the series over the last decade.

STRANGER'S ODDYSEE?

At the halfway point, the tone of the game completely transforms. With upgraded ammo and a brand-new boat with automatic gun turrets, the second half of the adventure is pure action. You can still bounty enemies, but instead of trading them in for cash, they transform instantly into ammo. Thanks to the new direction, this half of the guide will be more of a general walkthrough.

Dusky Hollow



There are no more bounties to hunt, so *Stranger* can go visit Doc's new office. When he gets there, a huge battle breaks out, and eventually *Stranger* will be knocked unconscious.

BOSS: D. Caste Raider

D. Caste and his outlaws are trapped inside a ring of fire. When the minions get close, use a spinning attack to knock them away from you. When D. Caste gets close, ram him and try to force him backward into the flames. While he's dizzy, take advantage of this brief opportunity to heal yourself, then ram him again before he stands upright. Once he's toast, a hole will burn in the floor.

After defeating D. Caste Raider, run for your life, breaking through glass windows and ceilings and wooden walls as you try to get away. Once you get out on the rainy plains, a cutscene will take place and *Stranger* will come under the care of the Grubbs.



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Wolvark Docks

In the Grubb village, Stranger gets his crossbow back with three kinds of upgraded ammo, as well as some special armor. There is also plenty of live ammo around the village to hunt down. Leave the village out the large, open gate. When you reach the river, you'll need to walk along the shore until the dead end, then jump across using the small island as a stepping stone. There are a lot of boxes being held up by cranes operated by surge activators. Use Howler Punks to lure enemies underneath and squash them. You can do this throughout the docks. Inside the building, break the glass and wooden doors using your melee attacks. Once in the outdoor area, you'll see a waterfall. In the cave behind it, the Grubbs will give Stranger a new boat, and also the Riot Slug ammo. Return to the Grubb village and defeat the Wolvarks who are attacking it. Return to the boat and sail to the next area.



Last Legs

The river is blocked, so Stranger has no choice but to storm the snowy beach. Stay in the boat and use the rocks as shields. Shoot the Wolvarks with Super Stingbees. When you get close enough to shore, push the boat into a position where its turrets can give you cover fire while you fight on foot. Try to lure enemies over to where you docked the boat and the turrets will activate even though you're no longer on board. Inside the fortress, hide behind the broken walls as you advance deeper inside. There are snipers you can take out using Super Stingbees or fully charged Zapflies. If they haven't noticed you, you can shoot them with the Sniper Wasp. A cutscene takes place where a lot of Wolvarks spill out of the back of a truck. Use your high altitude to your advantage by shooting a Stunkz in the center of the pack and then hit them with a Boombat. Pick off survivors with the Super Stingbees or the Sniper Wasps. Now head deeper inside. When you get to the main building, a shock tank will burst out.

BOSS: Shock Tank

Retreat while firing a Boombats and use Riot Slugs if it gets close. Don't stay within range too long, because the electricity will deplete Stranger's health rapidly. The small alcoves on either side of this area contain ammo you can harvest. If you're low when the tank comes out, retreat until you've refilled.



Enter the small doorway in the main building. After a cutscene, you'll receive the Boombat Seekers and Sparkz Stunkz, in addition to upgraded armor.

In the next area, move forward cautiously. The Wolvarks will put up ladders and swarm over the wall. Shoot a Sparkz Stunkz into the center of the crowd and they'll get pulled together into a tight ball, which you can then waste with a Boombat Seeker. Keep moving until you get outside. The Grubb natives will destroy the northern blockade. Get back in your boat and head up the river to Sekto Springs.

Last Legs - Region



Sekto Springs Dam

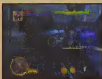
The river is blocked, but there's a small cave on the left. When you get near the dam, the Wolvarks lock it down. Kill Wolvarks by using the Sniper Wasps before you get close, then board the ships. Push the switches on both sides of the gate to open the lock. You should destroy the gun turrets. Once inside, Wolvarks open



fire from both sides. Fire the fully charged Zapfly at the explosive barrels, or fire a Spark Stunkz close to the water to make the Wolvarks fall in and drown. At the end of the channel, the water will begin to rise and the door leading into the second lock will open. Fight through the second lock, using explosive barrels, Spark Stunkz and Boombat Seekers, until you can press the switch to open the gate. Climb the ropes to get over the wire fences. When you shoot the two surge activators, the switch next to the large door will activate. Fire a row of Fuzzles at the top of the ramp, load up a Zapfly and Boombat, then open the door.

BOSS: Gloktigi Security Guard

It fires a sticky green substance to immobilize you. Shake back and forth by pressing the Left Trigger and Right Trigger buttons in an alternating pattern, or shake the left analog stick back and forth. Run for cover, then use the Super Stingbees + Riot Slug/Boombat Seeker combination against the enemy. Also use the explosive barrels to your advantage.



Move into the next area. Use the Sniper Wasps or Spark Stunkz to kill or drown the Wolvarks patrolling the top of the first wall. You can also take out some Wolvarks by firing Sniper Wasps through the grill. Shoot out the two snipers using your Sniper Wasps. Swim out and shoot the shore from the water. Boombat Seekers and Riot Slugs make short work of the two shock tanks. Climb the ropes and press the two switches to open the gate. Go up the ramps, then climb the ropes; jump and press X to grab the other rope stretched across the gap. Move hand-over-hand to get across. There's a huge electric cylinder in the middle of the room. Use the Spark Stunkz to throw the enemies into it.

BOSS: Gloktigi Security Guard

Make use of the crates as you fire on the enemy. After you cause a minimal amount of damage, it will run away—but this isn't the last you'll see of it. Get through a couple waves of enemies and doors and the Gloktigi's health bar will reappear. This one teleports after taking damage. Make use of the large space to drop Rabid Fuzzle traps. Also hide behind the pillars to avoid the sticky green webbing.



Race: 3:30

Stranger has 3:30 to get inside Sekto's office. Jump to get a running start down the first ramp. Jump over enemies. Weave left around the fallen pillar, then run to the right side to find some boxes. Jump on them and through the window. Keep on running up the ramps, taking evasive action to dodge bullets. Some snipers are shooting pink rain at you, but there's an area between the inclines where you can pause and heal. Start running again immediately until you reach a slide. Jump before hitting the ground and run around the shock tank and explosives. It's following you, but don't worry about that. Jump over the next couple of enemies, then stampeped up the narrow ramp, weaving back and forth to avoid turret fire and the mines that the enemies are throwing. A door at the far end is slowly closing—get



through it and pause at the beginning of the next tunnel to heal. Load a Spark Stunkz and throw the enemies in the tunnel out of the way. Switch back to third-person and run up the tunnel, taking evasive action around bullets, then take a running leap over the boxes at the end. Run up the ramp and knock the snipers off the edge. Use the crates to hide as you keep moving. Load Riot Slugs and Boombat Seekers to blow up the Shock Tank rolling towards you. Once it's down, run through the red doorway.

BOSS: Gloktigi Security Guard (x2)

The odds are 2-1 and stacked against you. Dodge the sticky green webs and try to use the bookshelves for cover. Fire your heavy artillery. These guards take slightly longer to kill than the ones you fought earlier. When Stranger gets cornered, switch to first-person mode and unload into the Gloktigi Security Guard that's attacking you. The guard will teleport to safety. Use the time to heal and pick up ammo.



BOSS: Sekto

You'll start this battle behind a concrete wall. Load Super Stingbees and Riot Slugs, then start shooting at the orange generators powering Sekto's machine. The concrete wall will get blown away before you're done. Look around to see where it is and get behind cover again before Sekto can hit you with his super gun. Repeat this pattern. When you destroy both generators Sekto will die.



CHEATS

The nature of gameplay in Oddworld: Stranger's Wrath is so enjoyable that if you cheat your way through your first playthrough, you'll just cheat yourself of experiencing the game as it was meant to be played. Of course, if you're still having trouble, or if the later stages are proving too difficult, these cheats will help.

To activate the cheat mode, pause the game, then plug a second controller into Port 2 on the Xbox. Next, remove the second controller; while the game is still paused, press X, X, Y, Y, B, B, A, A on Controller 1. You'll hear a sound to confirm: now you can enter the following codes.

Invincibility—X, Y, A, B, X, Y
\$1,000 Mooolah—L2, L2, R2, R2, L2, L2, R2, R2

Level Select—When starting a new game, enter "0088" as your name.



THANKS

Thanks to Oddworld Inhabitants for providing information on ammo combos and insider tips for getting through the game.



grand theft auto™

Vol.
4

The San Andreas Chronicle

Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, CJ heads into the desert in search of the mysterious Mike Toreno, and learns some important truths. But before that, you've got the option of completing driving school in San Fierro and honing your skills as a car thief for a few missions. We'll cover those missions (and all of the desert missions) here, as well as dive into the two-player mini-games that can be found throughout the state of San Andreas.

Back to School

Mission Reward: Driving Skill +



You'll find the driving school just south of CJ's garage in San Fierro. Although you'll learn some valuable driving tricks here, it's completely optional. Most of the driving tests are pretty easy, but the "final exam" is quite difficult: You must drive a lap around the crowded city streets with a

tight time limit and penalties for any damage to your car.

Mission Notes

- Completing driving school (and completing the mission "Yay Ka Boom Boom") will trigger a phone call from Jethro—he's got a hot tip about a business venture involving hot cars. To take up this optional business opportunity, you'll need to purchase Wang Cars, just north of CJ's garage.

Wang Cars

Unlock Method: Complete "Back to School" and "Yay Ka Boom Boom"

Mission HQ: CJ's garage in Doherty

Zeroing In

Mission Reward: Respect + \$5,000



Zero has devised a cell-phone-based method for tracking your first car. Follow the blips on the map until you make visual contact with the target car. You'll need to hit the car with a P.I.T. maneuver—getting just behind it and nudging it from a back corner to force a spinout. This will cause the driver to flee, allowing you to steal the car. Drive

back to the garage to complete the mission.

Mission Notes

- Arch Angels mod shop becomes available after completing this mission. You can customize your vehicles there.
- The cars you steal during this set of missions will appear in the Wang Car showroom, for your use whenever you're in San Fierro.

Test Drive

Mission Reward: Respect + \$5,000



Drive Cesar to the car dealership north of the garage. Once there, you'll steal two cars. You must follow Cesar as he winds his way through downtown San Fierro and leads the police on a wild chase. If you fall too far behind, you'll fail the mission.

About halfway through the drive, Cesar will kick in the nitro on his car—follow suit by activating your own nitro with the L1 or O button to keep up with him. After this, just stay close to Cesar and he'll lose the cops and lead you back to the garage to complete the mission.

Customs Fast Track

Mission Reward: Respect + \$10,000



Drive to the docks and enter the crane. Use the crane to lift each of the three cargo crates off of the boat and onto the dock near Cesar. The third crate contains the car you need to steal. Before you can take it, some rival gangsters will show up. Pro-

tect Cesar by gunning down both waves of gangsters, then take out the security guards who arrive on the scene shortly after. To finish the mission, drive the car back to the garage.

Mission Notes

- After completing this mission, you'll be able to make some fast cash by delivering certain cars to the cargo ship at the docks. Check the dock for a listing of the cars they're looking for, then go out and steal them and bring them to the docks for a paycheck.

Puncture Wounds

Mission Reward: Respect + \$5,000



Catch up to the target car quickly—it's heading south out of San Fierro on the expressway. When you catch it, pull ahead and drop a stinger with the C button. The car will drive over the stinger and puncture its tires, causing the driver to abandon it. CJ will automatically repair the tires; drive the car back to the garage to finish the mission.

Mission Notes

- After completing this mission, Wang Cars will become a cash-earning asset, bringing in a maximum of \$8,000. Stop by whenever you're in San Fierro to collect your money and pick up a sweet ride.

MIKE TORENO

Unlock Method: Complete the Wu Zi Mu mission "The Da Nang Thang"

Mission HQ: Toren's cabin in Bone County

Monster

Mission Reward: Variable (based on completion time)



You'll be taking a monster truck out for a run through the desert. There are several checkpoints you'll need to hit to complete the run, and your overall time is ranked at the end of the drive. It's not a hard mission, and it will help you to learn the lay of the desert surrounding Toren's cabin.

Highjack

Mission Reward: \$7,000



Grab the motorcycle and Cesar will hop on the back. Follow the road to the expressway and then catch up to the truck quickly. The hardest part of this mission is pulling alongside the truck's cab and then keeping the bike steady while Cesar jumps on board and takes control of the vehicle.

Once this is accomplished, get into the truck and drive it to the location marked on the map.

THE AIRSTRIP

Unlock Method: Complete the "Verdant Meadows" mission

Mission HQ: The abandoned airstrip

Learning to Fly

Mission Reward: Respect, pilot's license



This mission comprises the set of ten flight school tests that you'll need to pass in order to continue through the missions of the game. Enter the office at the airstrip and approach the TV set there to begin your training. Each test will show you what you need to do; it's up to you to provide the skills necessary to pass them. Remember that flying an aircraft is considerably different from driving a land-based vehicle. The most important thing is to keep a light touch on the controls—unlike cars, planes don't respond well to sharp turns. When you've finished the flight school tests, you'll be ready for the next missions.

N.O.E.

Mission Reward: \$15,000



Now that you know how to handle a plane, it's time to take one out for real. The catch to this mission is that you need to keep the plane low enough to avoid radar. Your drop is in Angel Pines, far to the southwest. From the airstrip, fly west to the dam, then follow the river south. Flying over the water is

Interdiction

Mission Reward: \$1,000



the helicopter carrying the contraband. Enemy choppers will appear and attempt to destroy the copter carrying the contraband. Take them out with the rocket launcher. If they get close, they'll drop enemy troops onto the ground, so you'll need to take them out quickly or risk fighting a battle against enemies on both the ground and in the air. If the enemy choppers shoot down the contraband chopper, the mission is over. When you've cleared the area of all enemies, the chopper will para-drop its cargo. Use your map to locate the drop and go pick it up to complete the mission.

Verdant Meadows

Mission Reward: Airstrip purchased



This isn't really much of a mission—all you need to do here is purchase the abandoned airstrip to the north. The price tag is a hefty \$80,000. If you can't afford it, take some time to run high-paying side jobs (firefighting is a good way to make fast cash) and

come back when you have the dough. Purchasing the airstrip completes the mission.

Mission Notes

- Completing this mission unlocks the flight school, where you'll learn to fly various types of aircraft and gain your pilot's license. Unlike the driving and boating schools, flight school is the only vehicle school that you must complete in order to progress through the game.
- Purchasing the airstrip creates a new contact point for the next set of missions: the office at the airstrip.

easier than trying to keep your plane safe over land at low altitudes, and you can make most of the trip this way. If you need to, you can take the plane to higher altitudes for brief periods of time; watch your visibility meter and get back below radar before it fills completely to stay safe. In Angel Pines, fly through the red ring to make the drop, then retrace your flight path back to the airstrip and land the plane to complete the mission.

Stowaway

Mission Reward: \$20,000



Take out the guards in the cargo bay (duck into the niches along the walls to avoid the barrels) and grab the parachute before setting a satchel charge. Get back to the still-open cargo bay door, detonate the charge and jump! You should be able to drift safely back to the airstrip for your next mission.

Black Project

Mission Reward: Jet Pack



You must sneak into Area 69, a top-secret government compound located just south of the airstrip. Time for some stealth skills—sneak onto the grounds, avoid the searchlights and head to the back of the area where you can open the blast doors from the control tower. If you're spotted, the base will be locked down, but you can still enter via a nearby ventilation shaft. No matter how you get inside, the base will

sound an alert and you'll be fighting for your life from here on out. Head through the base and you'll find two important rooms—one has a switch that disables the air defenses around the base, the other has a frightened scientist who will gladly give you his security card. Go through the security doors to locate the jet pack. Once equipped with this state-of-the-art personal transportation device, use it to make a hasty escape—straight up through the opening in the ceiling and out of the base! If you didn't disable the anti-air defense, stay low and land once you're on the other side of the fence. Otherwise, fly to the meeting point to complete the mission.

The Green Goo

Mission Reward: \$20,000



Fly to the train and use the jet pack to hover in midair and take out the guards on each car. The artifact that The Truth needs is in the crate on the last car. Take out the guards,

shoot the crate to break it open, then land to collect the artifact. Fly back to the airstrip to complete the mission.

Mission Notes

• The airstrip will now generate income, which slowly increases to a total of \$10,000. You can also use the hangar to store a personal aircraft, and you'll find a prop plane parked in the open hangar nearest the control tower whenever you visit.

TWO-PLAYER GAMES

Scattered throughout San Andreas are two-player icons that allow a second player to join in on the action. Note that the icons will not appear unless you have a controller plugged into Port 2 of your PlayStation 2. When you find a two-player icon, walk into it and have the second player press any button to begin the fun. Player 2 will get a choice of character, depending on the location. There are two kinds of events that two players can play—Run-Around and Rampage. Although the object of both games is different, some basic rules apply. You can't enter buildings or start any regular missions. The "mission" only fails if either player is killed or busted, or if the players get too far away from one another. When a two-player mission ends, you'll be sent back to the starting point (where the two-player icon is located) and any Wanted status or damage taken by CJ during the mission will be removed.

Run-Around

A two-player Run-Around lets you and a friend basically free roam around San Andreas. You can hijack vehicles, drive around and cause all kinds of chaos. There's no goal to a Run-Around mission, so try all kinds of different things and see what kind of craziness you can discover.



Rampage

Similar to the Rampage missions found in other Grand Theft Auto games, this version allows two players to attempt to carry out the mission goal of killing a certain number of enemies within a certain amount of time.



2-PLAYER GAME LOCATIONS

Los Santos

Rampage LS—"Kill 15 Pedestrians in 3 Minutes"

Location: Pershing Square
Second Player: Prostitute
To locate this Rampage icon, look for the pool of water in Pershing Square. If you're having trouble finding Pershing Square, it's located just north of Verdant Bluffs in the southwestern area of Los Santos.



Run-Around LS—"Free Roam Around the City"

Location: Idlewood
Second Player: Prostitute, Civilian, Priest, Gangsta (two versions), Cop
To find this icon, look for the slums just south of the expressway overpass in Idlewood. You'll have to climb some fences to get inside.



Palmdale

Run-Around CA—"Free Roam Around the City"

Location: Dillimore
Second Player: Country Girl (two versions), Hick (two versions), Man in Cowboy Hat, Cop
Head to Dillimore to locate this icon. You can find it in front of the receiving door around the side of the general store.



Rampage CA—"Destroy 5 Bikes in 3 Minutes"

Location: Montgomery
Second Player: Prostitute
For this Rampage, located around the back of the large building across the street from Marvin's Hardware, both players are on a motorcycle and all civilian traffic has changed to motorcycles. Destroy five of them before the timer ends to complete the mission.



San Fierro

Run-Around SF—"Free Roam Around the City"

Location: Garcia
Second Player: Gangsta (two versions), Girl in Bathing Suit, Fireman, Dominatrix, Scantly-Clad Girl
To find this two-player icon, head north from CJ's garage and turn left at the first street. Just past the first intersection, look for the icon in the parking lot to the left.



Rampage SF—"Destroy 5 Vehicles in 3 Minutes"

Location: Chinatown

Second Player: Girl in Bikini
To find this Rampage, head to Chinatown and look for a small alley with the icon. To find it easily, look for the winding street on the map, go to the street on its western end and head south. Past the second intersection, you'll find the alley on your right. Both players are confined to a car for this mission—Player 1 drives while Player 2 shoots.



Bone County

Run-Around DE—"Free Room Around the City"

Location: El Quebrados

Second Player: Country Girl (two versions), Hick (three versions), Cop

This Run-Around is easy to find—look for it on the main street of El Quebrados, a small town just northeast of San Fierro.



Rampage DE—"Destroy 8 Vehicles in 3 Minutes"

Location: Las Payasadas

Second Player: Prostitute

You'll find this Rampage icon on the balcony of the building on the south edge of the small town of Las Payasadas. Both players are in a helicopter for this mission, with Player 1 piloting and Player 2 operating the weapons. You'll need to destroy eight vehicles within the time limit to pass the mission.



Run-Around LV—"Free Room Around the City"

Location: Royal Casino

Second Player: Dominatrix, Elvis, Cop, Showgirl, Punk, Fireman
To find this free-room icon, head to The Strip in Las Venturas and look for the Royal Casino. It's just south of Caligula's Palace.



Rampage LV—"Shoot 15 Pedestrians in 3 Minutes"

Location: The Camel's Toe

Second Player: Prostitute

For this Rampage, which you'll find under the overhang of a large building in The Camel's Toe, both players are in a car with Player 1 driving and Player 2 shooting. You'll need to use drive-by skills to take out 15 pedestrians in under 3:00.



Girlfriend Run-Around

Location: Any Current Girlfriend's Home

Second Player: Girlfriend

In addition to the ten two-player games that are always available, you'll also find Run-Around icons at the homes of any of CJ's current girlfriends. The icon seems to only appear during the hours that your girlfriend is at home, though. Player 2 will take the role of the girlfriend for this Run-Around. Other than that, it's identical to any of the other five Run-Around missions in the game.



more cheat codes

Enter the following codes at any time during gameplay (not while paused). Note: Some of the codes cannot be deactivated once you turn them on; you must reset the PS2 in order to restore the game to normal. Do not save your game after entering codes; if you do, the codes may be permanently active in your save file and your file may become corrupted. Activating cheat codes will lower your in-game ranking. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes active simultaneously.



Super punching ability—Up, Left, X, Δ, R1, O, O, O, L2

Infinite lung capacity (never drown)—Down, Left, L1, Down, Down, R2, Down, L2, Down

Circus Mode (all random pedestrians are fast food workers and clowns, CJ is dressed as a clown, all random vehicles are hot dog trucks and other funny vehicles)—Δ, Δ, L1, Δ, Δ, O, Δ, Down, O

Sandstorm—Up, Down, L1, L1, L2, L2, L1, L2, R1, R2

Dozer appears—R2, L1, L1, Right, Right, Up, Up, X, L1, Left

Game clock remains at 21:00—Left, Left, L2, R1, Right, Δ, L1, L2, X

All taxi cabs equipped with nitrous and can jump by pressing

R3—Up, X, Δ, X, Δ, X, Δ, R2, Right

Cars can fly—O, Down, L2, Up, L1, O, Up, X, Left

Cars float away when hit—Δ, R2, Down, Down, Left, Down, Left, Left, L2, X

Remove nearly all traffic and pedestrians—X, Down, Up, R2, Down, Δ, L1, Δ, Left

Increased gang activity (more groups of gang members on the streets)—Left, Right, Right, Right, Left, X, Down, Up, Δ, Right

All pedestrians are gang members—L2, Up, R1, Left, R1, R1, R2, Right, Down

Super drive-by shooting—Up, Up, Δ, L2, Right, X, R1, Down, R2, O

The latter code gives you a submachine gun and changes the land-based vehicle controls for drive-by shooting as follows:

Left analog stick—Steer vehicle

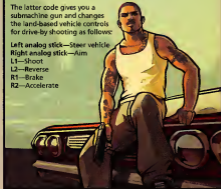
Right analog stick—Aim

L1—Shoot

L2—Reverse

R1—Brake

R2—Accelerate



HALO

INSIDER

by Raphael Minchella



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating Xbox Live support for online multiplayer matches among other refinements. This new monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries... and of course, we'll also show you how to become a more lethal online combatant.

Vol. 4

MAP-SPECIFIC STRATEGIES

Hiding Spots and Strategic Locations

Since the most popular Matchmaking modes are statistically Rumble Pit and Team Slayer, I've decided that this month's column will provide specific strategies about these modes that should help you to increase your number of kills per session. Generally, certain circumstances must occur in order to win a Rumble Pit or Team Slayer match. Before I detail these special circumstances, however, I'll provide a rough outline for assembling an ideal Team Slayer team.

The most obvious player statistic that should be studied is the ratio of kills to deaths. Just as an NFL quarterback should always have more touchdowns than interceptions, a potential Team Slayer teammate should have more kills than deaths. This may seem obvious, but balance is extremely important when assembling a Team Slayer team—especially when battling higher level opponents. Here are some specific player types to watch for:



with an inferior weapon combo or just a single weapon. Generally, their kill/death ratio is 1.5:1.

- Players with the ability to camp. These players rarely lead in kills, but they have very few deaths. Campers are vital to a team's success, since their ratio of kills to deaths is almost always 2:1.



map—for example, the Covenant Sword on Lockout. The results are quite obvious in the final statistics: By controlling the map's most vital weapon, these players can force their opponents to

change their strategy, essentially taking them out of their "comfort zone." Generally, this type of player's kill/death ratio is similar to that of a Camper, but with a slightly increased number of kills.

Team Slayer matches are no different than any other team-based games, in the sense that individual abilities must be properly used via team strategy. Here are some common problems I've encountered during Team Slayer matches when playing without my familiar set of four players:

- Sometimes, either the host or the random teammates that join are hesitant to come up with a quick and basic game plan. For example, once the match starts, the closest ally to the vital map weapons (sniper rifle, rocket launcher) should immediately communicate to the other team members so they can act accordingly, e.g. providing backup to the ally with that vital weapon.

- Some players don't know when to stay together and when to split up. Generally, on close-quarters maps such as Lockout, Midship and Foundation, staying in a group can help you to win the match. Conversely, medium-sized maps such as Beaver Creek (which is small in size, yet contains hardly any close-quarters areas) are somewhat tailored for splitting up into pairs.

- The risk of randomly selected teammates purposely quitting out of a match is actually quite common. Keep this in mind if you're planning to play a Team Slayer match without your regular four-man team.

To increase your chances of winning, try to gain multiple kills at once. Tossing a grenade or firing a rocket into a crowd usually does the job; if you build a sizeable lead, your kill/death ratio becomes even more important from this point on. You should also make it a priority to control the Covenant Sword, Sniper Rifle and/or Rocket Launcher; you can quickly boost your kill total with these weapons.



Naturally, there are plenty of other factors influencing the tide of battle, and you can't possibly influence them all. For example, there are times when you become stuck in a spawn "drought" where you are constantly spawning in locations with no weapons (or even in the middle of a firefight). But if you keep these few simple concepts in mind, the little things can often add up to the difference between victory and defeat.

The following map-specific strategies will focus on Rumble Pit and Team Slayer modes. Although variations of these matchmaking modes—such as Rumble Rockets or Team Phantoms—are randomly generated by Xbox Live, the majority of variations are set to their default Quick Options. While reading the following tips, assume that the game rules are set to Default. (Note: Headlong and Waterworks will not be detailed since they do not appear in Rumble Pit or Team Slayer matches.)

Lockout

Generally, most players tend to hide below this area and wait for opponents to enter the three-way room. Instead, stand above the three-way room and drop grenades below, then quickly drop down and surprise your opponents. Usually, you can obtain a "vulture" kill just from the grenade blast.

Advantage: Camper



Aside from housing the map's only Magnums, these small rooms provide excellent camping areas. Obtain the Covenant Sword, then hide in the back corners and wait for an unsuspecting opponent to approach for an easy kill. Note that this area is one of the least traveled areas on the map; you should only spend an extended amount of time here if your team has a sizeable lead.

Advantage: Camper



This area is one of the most common "meeting" places in Lockout. Players tend to gravitate toward this area because it serves as an escape route from the grav-lift structure as well as the entrance to the sniper tower. Obtain the most "vulture" kills by taking the path

from the grav-lift tower and surprising busy opponents.

Advantage: Wildcard

Ascension

Here, you can essentially accomplish two critical objectives: controlling the Sniper Rifle and isolating yourself and the Banshee from your opponents. First, find the Sniper Rifle (it's located to the right of the path that leads up to the Sniper perch area), then hop into the Banshee. Don't forget to communicate to your teammates your intentions to use the Banshee. Once in the Banshee, fly over to the



outermost structure of the level which is located directly behind the Sniper perch and land there. Jump to the top to reach a perfect sniping position. You'll be safe from harm; only an opponent with the Sniper Rifle will be able to tag you up there. Furthermore, the Banshee cannot be used to annoy and assist in kills.

Advantage: Camper, Weapon Specialist

Note: Generally, when playing higher-level opponents, the Banshee is often rendered useless because one lock-on rocket shot will destroy it instantly. Additionally, in the hands of an expert, the Sniper Rifle and Dual-wielded SMGs make quick work of the Banshee.

Ivory Tower



Surprisingly, this circular walkway isn't a common thoroughfare. Firefights and even one-on-one encounters are few and far between. Additionally, this is shortest route to the grated lift.

Advantage: Camper

Most players tend to assemble in this area; either on the top tier or at the very bottom, across from the Covenant Sword location. Toss a grenade toward the bottom or surprise an opponent as he or she rides the lift to the top floor.

Advantage: Wildcard, Camper



Foundation

These four rooms are fully enclosed except for the entrance, making them ideal for a cheap kill. Obtain the Rocket Launcher, then position yourself halfway inside the room (to give yourself ample protection from players tossing grenades). Aim toward the entrance and place the reticule roughly in the center of the screen. Simply wait for an opponent to approach the room and fire a rocket toward the wall. The splash damage will be enough to kill most enemies.

Advantage: Camper



Beaver Creek



Teleporters are commonly used to travel from one side of this map to the other. Catch your opponent by surprise when he or she exits one of them.

Advantage: Camper

Drop down from above the Teleporters to obtain a relatively easy kill. Make sure you land slightly behind your opponents before shooting them; otherwise, they'll be alerted to your presence too soon and will be able to retaliate easier due to your mistimed jump.

Advantage: Camper



Colossus



Four angular columns of this type are present in this map. Crouch-jump from the bottom to the landing above this light fixture to reach an optimum sniping spot.

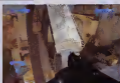
Advantage: Camper

Zanzibar



Jump on the giant fan in the middle level and ride it to the top, then jump off onto the small grated platform. Once on top, you'll have a commanding view of almost the entire level—use this vantage point to pick off opponents with the Sniper Rifle.

Advantage: Camper, Weapon Specialist



Coagulation



above the level near the Blue Team base.
Advantage: Camper, Weapon Specialist

One of the more uncommon maps selected in Team Slayer matches, Coagulation is the most wide-open map. As a result, Sniping is extremely important. Grab a Banshee and a Sniper Rifle, then head over to a rock formation located high

Midship



look out the ship's windows and can see a shot of Africa.)
Advantage: Camper

Controlling the Covenant Sword will quickly increase your kill count. Hide in this corner and wait for an opponent to come up one of the side ramps—they'll never know what hit them. (You'll know if you're in the correct area if you

Burial Mounds

The area pictured here usually serves two purposes: It's used as an outer path that leads to the fortress, and it's the favored sniping area of most players. Use this area to take out opponents who are manning the turret inside the fortress.

Advantage: Camper, Weapon Specialist



This area is commonly referred to as the "Rocket tunnel." Grab the Rocket Launcher and wait for unsuspecting opponents to pass by.
Advantage: Camper

SMARTJOY FRAG ADAPTER



The most common complaint about console-based first-person shooter games is that accuracy and player movement are compromised because of the lack of the classic keyboard and mouse control scheme that PCs provide. Hardcore FPS gamers argue that "true" movement cannot be achieved without using a keyboard and mouse. Thanks to games like Halo 2, however, console-based FPS games are quickly blurring the line between this so-called "true" movement and control-pad movement.

Today, most console-based FPS games give players the option of adjusting Lock Sensitivity, which controls the speed at which the "camera" can look around as you aim it with an analog joystick. Having the ability to adjust this setting can effectively simulate the turn speed of a traditional mouse-controlled camera.

With the SmartJoy FRAG adapter (available from various online game retailers), players can now "enjoy first person shooters...the way they are meant to be played." The \$30 device enables you to connect a mouse and keyboard to your Xbox and use them to control FPS games like Halo 2, Medal of Honor: Frontline, Counter Strike and more. We ordered one for the specific purpose of testing it out with Halo 2, and unfortunately, the device stopped functioning after less than 24 hours.

To be fair, we then purchased another SmartJoy FRAG adapter, and while the second unit did not break, it cannot be considered successful in its attempt to simulate real PC movement. Specifically, the ability to use the mouse to control the player camera is by far the most disappointing feature. The maximum turn speed decreases considerably even when compared to the standard thumbstick; as a result, pinpoint turning accuracy suffers tremendously. Furthermore, a noticeable "hiccup" is present when turning, which only adds to the frustrating mouse movement. Since many encounters in Halo 2 occur in close quarters, the turn speed is crucial to survival. At best, the SmartJoy FRAG adapter is an interesting gimmick; at worst, it hinders your ability to compete.

HALO 2 COMMUNITY

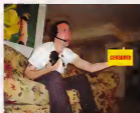


Halo 2 is a certified phenomenon, having sold five million units in its first three weeks of worldwide release with over 1.8 million users signed up for Xbox Live play. You'd be hard pressed to find an Xbox owner who hasn't played Halo 2. The appeal of online play is apparent—you never know if you might be playing against a Bungie employee, a movie star, a video-game magazine editor or the kid down the street. Furthermore, if you're good enough or leave a positive impression, you'll start to receive Clan and Friend invites. Try to build a solid and well-balanced Friends list, because you never know when you might need some backup. Here's a list of some of the friends I have added recently:

Got Psi
Brother444
Soul Devastator
Ultraman23

Justbringit38
Chmura
Frankie
Destoryer

ONLINE ETIQUETTE



I've noticed a disturbing trend during a vast majority of my time playing Halo 2 online: The frequency of obscenities, racist remarks and generally vulgar language seems to be at an all-time high. Yes, online games have been bringing together anonymous strangers for years, mainly on the PC front. But the ease and affordability of setting up an Xbox Live account has opened up gaming voice chat to a whole new world of morons, cretins and imbeciles—and the service's most popular game, Halo 2, is in danger of becoming the playground for a new generation of intolerant, foul-mouthed delinquents.

People, please: Learn to recognize the difference between trash-talking and obscene personal attacks. Talking trash can be an integral part of online gaming, used to gain a psychological advantage; most opponents don't play well when they're mad. However, be cautious that any kind of trash-talking—even the non-offensive type—may evoke an unwanted response. Furthermore, personal attacks such as profanity-laced tirades and name-calling will most likely cause your opponent to feel the need to call you names and use even more profanity. Generally, this causes a "snowball" effect that escalates to the point where obscenities are uttered after every single kill. The fine line between non-offensive trash talking and personal attacks isn't well defined, however. As a rule of thumb, ask yourself some simple questions before you open your mouth: How would I react if this remark was said to me...and will I get banned from Xbox Live if I keep saying it?

On a related topic, Halo 2 developer Bungie has begun to heavily enforce the Xbox Live Rules of Conduct; specifically against those users who cheat to gain the upper hand. The most common question among players, however, is this: What is actually considered cheating?

In the February edition of Halo 2 Insider, we detailed a fair amount of common glitches such as capturing a flag from underneath the floor or hiding in areas that are off the intended gameplay path. Although these actions are considered cheap, they are not generally considered to be cheating; these players are simply taking advantage of unintended software "bugs" that are exploitable by anyone.

My definition of online cheating involves actively manipulating or interfering with aspects of the game or the network in order to give yourself or your team an unfair advantage. The dreaded "standby cheat" is a great example; it's considered by the Halo 2 community to be the most heinous form of cheating, and trying it will result in an automatic ban from Xbox Live if you get caught. It basically involves the host of a matchmaking game pressing the Standby button on his



or her modem, which will automatically send the remaining players to a blue screen where the network attempts to reestablish the connection and sync up all the players. While this is happening, the host has six to eight seconds to run around the map untouched, with the rest of the players frozen in place. Any action taken by the host during this time—including kills, flags captured, etc.—are unfortunately updated in the game stats before play resumes and the other players are freed.

If you see specific players cheating or hear them shouting obscenities, please show your support for the Xbox Live community by reporting the details of each offense. By doing this, you'll be helping to keep these hooligans from ruining another player's game—and somebody else will probably do the same for you.

Here are some additional resources regarding online etiquette and other guidelines on the Web:

Official Bungie Methods for Tracking Cheaters:
www.bungie.net/News/TopStory.aspx?story=livebythenumbers

Official Bungie Cheater Thread (you must sign in to report a cheater):
www.bungie.net/forums/posts.aspx?postID=1806342

Xbox Live Details Regarding Feedback:
www.xbox.com/en-us/live/about/features-feedback.htm

Xbox Live Rules of Conduct:
www.xbox.com/en-US/live/codeofconduct.htm

If you have any questions, comments or topic that you'd like us to discuss, write to Halo 2 Insider in care of *Tis & Ticks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. Until next month, happy fragging!

TIPS & TRICKS VS. BUNGIE!



In January, Halo 2 Developer Bungie extended an invitation to the *Tis & Ticks* staff to compete against the game's creators in a series of online multiplayer matches. The format consisted of three Custom games with the Guest (*Tis & Ticks*) being granted the option of controlling all Quick Options: type of map, game mode, Motion Sensor on/off and so forth. Here's a breakdown of each game:

Mode: Team Slayer
Final Score: 50-46 *Tis & Ticks*
Level: Lockout

Our closest Team Slayer match...and our only win. The key to the match was the team size. The 3-on-3 format proved beneficial due to our team makeup: one Wildcard (XIII, gamertag: Emoretoll) and two Campers (OHT and Sandy Cheeks). With Emoretoll finishing the match with 26 kills, camping played an important role. Although the rest of our team did not have many kills, our camping skills allowed Emoretoll to engage the Bungie players one-on-one.

Mode: Team Slayer
Final Score: 50-43 Bungie
Level: Colossus

Although our team contained some less-skilled players, the 5-on-5 format worked in our favor. The top three players on our team were able to carry the load, while any kills from the less-skilled players were considered perks. In the end, however, this wasn't enough...as the final score indicates.

Mode: Capture the Flag
Final Score: 3-0 Bungie
Level: Headlong

This was our worst defeat for two reasons: Three of our five team members had very little experience on this particular map and obviously did not know the location of the flag, and those who were familiar with the map seemingly gave up! You just can't take on a map of this size without intimate knowledge of the location of each flag and flag return base. Also, any imbalance in player skill can lower team morale and indirectly discourage more skillful/knowledgeable teammates from giving their all. It was a lesson well learned.

Special thanks to the good folks at Bungie for granting us this very special opportunity...and for making the games seem a lot closer than they really were when posting the results on the Bungie.net Web site.

SELECT GAME PREVIEWS

The purpose of Select Game Previews is to show you a select group of new and upcoming

games so YOU can influence the contents of *Tips & Tricks*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *Tips & Tricks* Select Game Previews, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *Tips & Tricks*.



LEGO STAR WARS

Publisher: Eidos

In Stores: April



Developed by Traveller's Tales, *LEGO Star Wars* lets you view the universe through the eyes of a Lego character as you battle your way through settings from the *Star Wars* films *The Phantom Menace*, *Attack of the Clones* and the upcoming *Revenge of the Sith*. Play as one of 30 characters—including the Lego versions of Yoda, Anekin, Obi-Wan, Mace Windu, Padmé Amidala, R2-D2 and C-3PO—as they battle against the dark forces through the most memorable action sequences from the *Star Wars* prequel era. The game has a light-hearted feel and is actually very funny at times, but there are also many puzzles to solve, some which require a bit of intuitive thinking, backtracking or good platform-jumping skills to complete. Progressing through the game unlocks new characters, some of whom may have abilities to help you reach new areas. Replaying an area with a specific character may open up new pathways or unlock additional characters. Expect to see many of the vehicles from Lego's line-up of *Star Wars* toys, plus a few new vehicles exclusive to *Revenge of the Sith* and a hidden bonus level. Players will face many enemies in the game such as the familiar Trade Federation battle droids and Geonosian soldiers; you can also take part in several boss fights against villains such as Darth Maul, Jango Fett and Count Dooku. One of the most fun aspects of *LEGO Star Wars* is the two-player cooperative mode, where you and a friend can pop in or out of the game at any time and control different characters on the screen to help each other.





STAR WARS: REPUBLIC COMMANDO

Publisher: LucasArts

Available Now

LucasArts' new squad-based first-person shooter actually takes place between *Star Wars: Episode II and III*. Your team members actually move and work together as an intelligent and cohesive unit; you can send them to pre-positioned firing points and have them wade through enemies, or choose for them to cover you as you fight your way from area to area. Command your three-man squad through several types of missions, including hostage rescue, assault, sabotage, reconnaissance and infiltration. Single-player mode pits you against the armies of the Separatists, with three separate campaigns and more than 14 challenging levels. The game's multiplayer options include such modes as Capture the Flag, Deathmatch and Team Deathmatch.



METAL GEAR ACID

Publisher: Konami

Available Now



target a space between a group of enemies, then follow up with a weapon card and shoot the grenade to cause an explosion that takes out the whole crowd. A second character named Tereko teams up with Snake to help him defeat his enemies. In multiplayer mode, two players compete head-to-head in VR levels, each with command of a two-person team consisting of Snake and Tereko.

Metal Gear Acid combines two popular game genres: stealth/action and turn-based card battling. Every move Snake makes is determined by the luck of the draw. There are over 200 different cards, featuring weapons, items and characters from the Metal Gear series. When playing a grenade card, you can



WARIOWARE: TWISTED!

Publisher: Nintendo

Available Now



The frantic, split-second gameplay of the WarioWare series gets a unique twist from a built-in motion sensor that detects clockwise or counter-clockwise movement. All the microgames require you to quickly



rotate your Game Boy Advance to complete each puzzle: even the game's menus are navigated by turning the GBA around. The cartridge also has a rumble feature to help you sense the in-game movement. There are more than 200 lightning-fast microgames to challenge your read-and-react instincts. Tons of bonus games, characters, souvenirs and other goodies get unlocked as you progress. Get ready for some strange looks when people see you twisting your GBA!



ENTHUSIA PROFESSIONAL RACING

Publisher: Konami

Available Now

In development for three years, this racing



title separates itself from the pack with innovations like "Driving Revolution" mode; it features the familiar "Perfect!" and "Miss!" feedback from the Dance Dance Revolution series to guide you through the track with proper positioning and acceleration. "Enthusia Life" mode is for players who want to improve their ranking by competing in races that are scheduled throughout the calendar year. Thanks to an odds system that measures each car's chances, it's not necessary to win every race in order to improve your ranking. Enthusia boasts more than 200 cars, over 50 courses and some of the most realistic car handling ever seen in a video game.





RAZE'S HELL

Publisher: Majesco

In Stores: 2nd Quarter 2005



Do furry, cuddly characters make you want to puke? Then this game is right up your alley! In *Raze's Hell*, you are Raze, an angry, ugly monster trying to eradicate the onslaught of adorable creatures called Kewletts. Lead by an annoyingly cute princess, the Kewletts are bent on creating a cheery, colorful utopia throughout the land. As Raze wages war against the Kewletts, other inhabitants of the planet join in to help Raze restore the planet back to its natural disgusting state. Raze soon learns that the princess and her idea of Kewtopia isn't as benign and innocent as it seems to be. *Raze's Hell* will also support online play through Xbox Live.



DEATH, JR.

Publisher: Konami

In Stores: Possible in 2005



Death, Jr. is a freaky-looking middle school student who hangs out with a clique of misfits: Stigmara, whose hands bleed when she gets nervous; Seep, a limless foreign exchange student who lives in a vat and



Smith and Weston, intelligent students who happen to be conjoined twins connected at the head. Rounding out this group is Pandora, a Goth girl who has to open everything she touches. During a field trip, Death, Jr. accidentally unleashes Hell on Earth. Since he doesn't want his father getting wind of it, he decides to clean up the mess himself, brandishing his kid-sized scythe along with a ton of projectile weapons, including a lightning gun, flamethrower and C4 hamsters.



TIMESPLITTERS: FUTURE PERFECT

Publisher: EA

Available: Now



In *TimeSplitters: Future Perfect*, you can travel through time and correct the mistakes of your past. You can also meet past or future versions of yourself and join them in battle—time paradoxes be damned! Weapons specific to each time period appear in the various settings you travel through, creating a virtual tour through the history of deadly armaments. Concept weapons in future settings include a gravity gun, which can be used to levitate objects. The story mode spans generations, from 1924 until 2041, and supports two-player cooperative play. Multiplayer mode supports up to 16 players in deathmatch, and also co-op play for the PS2 and Xbox.



JUICED

Publisher: THQ

In Stores: May



A promising racing game originally announced by the now-defunct Acclaim, *Juiced* has now been picked up by THQ and seems even more polished than the last version we saw. With over 50 licensed cars and 100 modification parts, the name of the game is to gain Respect points as you win races and customize your vehicle. Once you've caught the attention of other drivers, you can start building your team and engage in Crew Races. You can control the behavior of your teammates as you race against other rival crews. There's also another feature in *Juiced* that you won't find in any other racing game with licensed cars: realistic damage effects!



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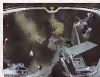
TOM CLANCY'S RAINBOW SIX: LOCKDOWN

Publisher: Ubi Soft

In Stores: 2nd Quarter 2005



As the head of counter-terrorist unit Team Rainbow, you must prevent a terrorist group with an experimental bio-weapon from carrying out its threatened attack. One by one, your team members will be personally targeted for terrorist strikes and forced to fight for their own survival. The multiplayer modes retain all of the stellar qualities of the Rainbow Six series; they even include the classic Adversarial and Cooperative modes, which can be played on a split-screen or online. Exclusive to the PS2 version is Rivalry Mode, which is team-based multiplayer competition, while the Xbox-exclusive Career Mode lets you customize your own counter-terrorist operative.



MX VS. ATV UNLEASHED

Publisher: THQ

Available Now



Developed by Rainbow Studios, MX vs. ATV Unleashed pushes the "extreme sports" off-road racing genre to new limits by pitting the best of both off-road worlds against each other.

This game allows you to race almost any vehicle you can think of—ATVs, dirt bikes, sand-rails, monster trucks and even biplanes are included this time around. Single-player modes include a full career (in which you race against the top ATV and MX riders in the world), a slew of freestyle trick challenge events and even a handful of mini-games such as the all-new Monster Mash. The multiplayer options include the ability to race online against seven other players.



FLATOUT

Publisher: Vivendi Universal

In Stores: June



FlatOut bucks the trend of conventional racing games by incorporating a unique physics engine that forces you to contend with roadside debris. As you race, you can bowl over various obstacles like stacks of tires, fences, barrels and more. The objects bounce, roll, scatter and shatter all over the track and remain there on subsequent laps. The most shocking feature is when your driver goes flying through the windshield like a rag doll during especially bad crashes. There's even a mini-game called "Rag Doll Olympics" where you hurl the driver to get high scores in events like bowling, darts, field goal kicking and more!



FINNY THE FISH & THE SEVEN WATERS

Publisher: Natsume

In Stores: April



Developed by Sega, Finny the Fish is a unique underwater adventure game starring a reluctantly heroic fish who must learn to master survival skills. Other fish and fishermen all want a taste of Finny, and he'll have to use all his cunning to evade consumption. If he manages to break an angler's line, he can keep the lure, and there are more

than 100 to collect. Finny can also hunt down and swallow small fish whole, or smack larger fish with his tail fins to subdue them. Over 100 different creatures appear during the adventure, each of which can be added to a detailed specimen catalog if Finny consumes it.

DELTA FORCE: BLACK HAWK DOWN

Publisher: Navalogic In Stores: 2nd Quarter 2005

Originally a best-selling title on the PC, *Delta Force: Black Hawk Down* takes place in Somalia during 1993; it tracks the experiences of the Delta Force as U.S. Army Rangers fight battles against Somali warlords in Mogadishu. Many of you are already familiar with the book and movie based on these real-life events, which were part of the Operation Restore Hope and Task Force Ranger campaigns. One of the new features added to the PS2 version is online multiplayer support for up to 32 players. Three Special Forces Operators participated in the game's design, two of whom actually served in Somalia during 1993.



CODED ARMS

Publisher: Konami In Stores: 3rd Quarter 2005

This first-person shooter is set inside an abandoned virtual reality system which was originally designed as a training tool for the military. After it was abandoned, the system continued to evolve on its own

CODED ARMS



to become a horrific universe plagued with virtual alien invaders, computer bugs and security bots—the perfect playground for a hacker. The main character is a hacker who enters this world to test his skills as well as searching for items and weapons like sniper rifles, pulse rifles, machine guns and grenades. Items found in single-player mode can then be brought into multiplayer competition, which supports up to four players.

INFECTED

Publisher: Majesco In Stores: 4th Quarter 2005

Planet Moon Studios, the wacky developer behind such quirky games as *Giant: Citizen Kabuto* and *Armed & Dangerous*, has abandoned the world of high-end console and PC games and has decided to develop games exclusively for the PSP. *Infected* is the company's first PSP project, and it will use the handheld system's Wi-Fi function in a unique way. Players can "infect" other PSPs, spreading their own created avatars like viruses by playing multiplayer modes like Deathmatch and Team Deathmatch. As you gain more victories in the

Patient: Officer Stevens NYPD
Infesting subject with Anti-Virus...



shooting game, your avatar will spread from player to player around the globe. Are you skilled enough to be the most contagious player in the world?

CASTLEVANIA: CURSE OF DARKNESS

Publisher: Konami In Stores: Possible in 2005



The newest Castlevania game introduces a new protagonist: Hector, one of two Devil Forgemasters who refined their skills with Dracula's guidance. Hector became disillusioned with Dracula and abandoned his old life for a quiet one elsewhere, leaving his old master vulnerable to the wrath of the Belmonts, who ultimately defeated him. When he died, Dracula unleashed a powerful curse that has now spread throughout Europe. The other Forgemaster, Isaac, believes Hector is to blame for his master's death, and sets out to confront him. There will be no lack of challenging enemies, traps and puzzles in this strong 3-D adventure/RPG; you can also expect a slew of unlockable features designed to please hardcore Castlevania fanatics.

Castlevania

Curse of Darkness



ADVENT SHADOW

Publisher: Majesco

In Stores: 4th Quarter 2005



Advent Shadow for the PSP presents a companion story to the Xbox game *Advent Rising*. Based on a trilogy by famed science fiction writer Orson Scott Card, *Advent Shadow* follows the adventures of Marlin, a stranded pilot trying to escape an alien invasion. She meets up with Gideon (the star of *Advent Rising*) and soon discovers that she also has supernatural powers like him. Like the Xbox epic, *Advent Shadow* is a gun-blazing action game set in huge, destructible environments. Players can also commandeer a variety of vehicles, allowing for an open-ended style of play where you choose how to tackle each crisis.



CASTLEVANIA DS

Publisher: Konami

In Stores: 4th Quarter 2005



Taking full advantage of the wireless capabilities of the DS, this as-yet-untitled *Castlevania* adventure allows you to trade acquired souls with other players. You can also defeat "evil Spirits" in the game with the Magic Seal system by using the touch screen. The game's hero, Soma Cruz, finds himself in the middle of an evil cult's plan to resurrect the lord Count Dracula. Developed by the same creative team that produced *Aria of Sorrow* for the GBA, this game is sure to deliver the same stunning graphics, evil creatures and musical masterpieces that have been wooing gamers since *Castlevania* first appeared on the NES in 1987.



TEKKEN 5

Publisher: Namco

Available Now



To celebrate the tenth anniversary of the Tekken series, *Tekken 5* will have all kinds of extra bonus features that should delight any fan of *The Iron Fist Tournament*. As in the arcade version, players can customize their characters with glasses, hats and other



personalized accessories. The home version will have a single-player adventure mode where you play as Jin Kazama, much like the *Tekken Force* mode in previous games. We've heard that the original *Tekken* game will be featured in the package, and there have even been strong rumors suggesting that *Tekken 2* and *Tekken 3* will also be included, but Namco is keeping quiet about the "History Mode" of *Tekken 5*. We'll find out soon enough!



MORTAL KOMBAT: SHAOLIN MONKS

Publisher: Midway

In Stores: Possible in 2005



Taking a cue from the *Konquest* mode of *Mortal Kombat: Deception*, *Shaolin Monks* offers a full-fledged action/adventure game with exploration and puzzle-solving on equal footing with one-on-one fighting. You'll still be able to put your *Deception* skills to good use, as the game incorporates many of the background interactions like acid pits, spiked ceilings and living trees. New fatalities, action-based puzzles and the ability to "Finish Him" will all play a crucial role in your quest for an "outstanding victory." All the myths and rumors of the *Mortal Kombat* universe will be on display in this epic, which was developed by Paradox (*Backyard Wrestling 2*, *X-Men: Next Dimension*).



BIG MUTHA TRUCKERS 2

Publisher: THQ

In Stores: 3rd Quarter 2005

Also on **Xbox** The first Big Mutha Truckers introduced Ma Jackson, a personable woman who decided to make her four children compete for the chance to inherit her trucking company. The kids had 60 days to earn the most money by hauling and selling



merchandise through five different cities, anticipating needs and avoiding motorcycle bandits who tried to steal their goods. In this sequel, Ma Jackson is being arrested for tax evasion; she hires Cousin Jacob



(a "fancy-talkin' legal fella") to be her lawyer. Get back in that truck and earn enough money to bribe the jury and set her free! All the free-roaming gameplay of the first game is back, along with new routes, shortcuts and many different vehicles.



MADAGASCAR

Publisher: Activision

In Stores: May

Also on **PlayStation 2** Madagascar is based on the upcoming DreamWorks movie. Players will embark on an adventure with four neurotic Central Park Zoo animals: Melman the giraffe, Gloria the hippo, Alex the lion and Marty the zebra. Each has a unique skill, and only by working together can they survive in the urban jungle of



New York City or the hazardous island of Madagascar. Alex can scratch, roar and pounce; Marty can jump, perform a back kick and crawl; Gloria can use

her butt to smash things and charge; Melman has a helicopter spin and can fling coconut and lemur ammo with his long neck. The game is packed with 11 chapters of mayhem and several mini-games.



ARC THE LAD: END OF DARKNESS

Publisher: Namco

In Stores: May



This new RPG takes place five years after *Arc the Lad: Twilight of the Spirits*. The first title in the series to employ real-time combat, it also supports online play. Players can take their characters from the single-player mode and pit them in battle with up to eight players (four-on-four), or play a cooperative game of four players working together with live chat in one of the online-exclusive missions. A strange story that starts when a bored young man named Edda meets a rude young woman named Kiriha, *Arc the Lad: End of Darkness* explores the theme of nature vs. civilization in an epic storyline that brings 24 familiar characters back into the fold.

FULL METAL ALCHEMIST 2: CURSE OF THE CRIMSON ELIXIR

Publisher: Square Enix

In Stores: 2nd Quarter 2005



Curse of the Crimson Elixir continues the adventures of Ed and Alphonse, who are now in search of the Philosopher's Stone to salvage their missing body parts. During combat, Ed can use hand-to-hand maneuvers with his handblade, lift opponents with kicks and then finish them off with a roundhouse, land safely after a fall and also dodge and counter attack. Alphonse's utility has also been improved; with a single button press, he'll automatically tailor his attacks to the current situation. If the enemies are far away, he will tackle; if he's surrounded, he'll do a spinning sweep kick. The alchemy system has also been improved; you can instantly create weapons and items by transmuting various items in the field.



DS

LOST IN BLUE

Publisher: Konami

In Stores: August



Lost in Blue is a survival RPG about a shipwrecked young hero who finds himself stranded on a mysterious island with a 17-year-old girl. Many challenges face the castaways, including fishing, hunting, cooking, searching for items and building tools. All the while, the choices you make and the development of the relationship between the protagonists will affect the game's



It looks too dangerous



story and the events that take place. After clearing the game once, you can then play it again as the heroine. An interesting combination of Harvest Moon, Myst and The Blue Lagoon, Lost in Blue is one of the most intriguing games announced for the DS so far.



BEAT DOWN: FISTS OF VENGEANCE

Publisher: Capcom

In Stores: 4th Quarter 2005

Criminal warfare is at an all-time high in the city of Las Sombrias, and no group is more dangerous than Zanetti. However, the strongest mercenary force in Las Sombrias is now surprised to find that a new, unknown clan has executed its chief rivals. Even though Beat Down is a street brawler in the vein of Double Dragon and Final Fight, you will still participate in one-on-one battles against certain foes. Use negotiation and scare tactics to get them to join your gang, or give them the "beat down!" If you make friends with the right people, you'll gain valuable resources to use in your quest, such as cars, money and more.

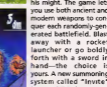


DS

MAKAI KINGDOM: CHRONICLES OF THE SACRED TOME

Publisher: NIS America

In Stores: July



NIS continues to roll out its signature 2-D role-playing games with Makai Kingdom: Chronicles of the Sacred Tome. Lord Zetta, once the all-powerful ruler of the Netherworld, must reclaim his throne when three overlords challenge his might. The game lets you use both ancient and modern weapons to conquer each randomly-generated battlefield. Blast away with a rocket launcher or go boldly forth with a sword in hand—the choice is yours. A new summoning system called "Invite" lets you bring in your entire fortress to battle so you can unleash your army on unsuspecting foes. If you're looking for crisp 2-D graphics and classic tactical gameplay, you've found 'em.



POLARIUM

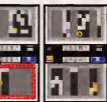
Publisher: Nintendo

In Stores: April



Polarium challenges you to think on your feet about spatial relationships. There are two tile colors, black and white, and whenever you draw a line over any tile, it reverses polarity and changes to the opposing color. When you change a horizontal line of tiles to the same color, it will disappear. Hundreds of puzzles of increasing difficulty are available, all of which can be solved with the trace of a single line. In Challenge Mode, you must clear the screen repeatedly while new patterns continuously fall onto the upper screen. Polarium supports wireless multiplayer, and

it's possible for you to send a demo to another DS player who doesn't own the game.





READER MAIL

If you send us a letter,
Earl will deliver it to us.



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BROOM OF DOOM

I was reading your December 2005 issue and I saw the *Mortal Kombat: Deception* fatalities. I have always wondered what the term "sweep distance" means. Can you tell me?

—Noah Stephens
Winfield, TN



Sorry for the confusion. In the *Mortal Kombat* series, to stand at sweep distance means that you must be just close enough to be able to knock your opponent down with a sweep kick, but not within the range of a throw. In other words, stand close, but not too close.

BORED TO TEARS

I have to say that you guys really put out the best video-game magazine. I read all of your articles and come across lots of entertaining topics that keep me updated. But there is one thing I don't find interesting: the dreadful *Final Fantasy* World article. No offense to Charlotte Chen, but it bores me to tears. Trust me, I love the *Final Fantasy* games, no offense to the fans, too! As I remember, you guys used to put out the *Tournament Report* and the *Pencil Puzzles*. *Tournament Report* was one of my favorite articles and it shouldn't have been taken out. I also really liked and had fun with the *Pencil Puzzles*, and I felt very disappointed when it was taken out. Can you guys somehow switch *Final Fantasy* World with the *Tournament Report* or *Pencil Puzzles*? Thanks for hearing me out, T&T, and keep the codes coming!

—Blaine Bono
Albuquerque, NM

No offense taken, Blaine; we appreciate the feedback. If there's one thing we've learned in 11 years of publishing *TIPS & TRICKS*, it's that you can't please everybody. But that's not to say that we don't try. According to the preliminary results from our reader survey in the Jan-

uary issue, 70% of our readers rated the *Final Fantasy* World column as average or better. Over a third of the respondents gave it an "A" rating ("Excellent; very interesting or useful"), and it earned far more "A" responses than any other rating. What's more important, though, is that we get more mail regarding *Final Fantasy* World than we ever got for *Tournament Report* or *Pencil Puzzles*.

The most surprising thing about your letter is that you claim to enjoy the *Final Fantasy* games. If you can give us a more specific reason why you find it boring, we'd love to hear your suggestions for improvement.

SONIC'S DEBUT

I have a question or two regarding Sonic the Hedgehog's previous games. I have a copy of *Sonic Adventure DX: Director's Cut* for my GameCube, and it features a section called "mini collection," a small collection of Sonic games. In it, there's a game entitled *Sonic the Hedgehog* which is referred to as "Sonic's first debut," and there's also a game called *Sonic & Tails*. Both games are fine...but in *Sonic Mega Collection*, there was also a game called *Sonic the Hedgehog*, and it was not the same as the one in *Sonic Adventure DX*. Plus, there is no *Sonic & Tails*, just *Sonic 2*. I am very confused.

—Daniel Garcia
Williamsburg, VA

The games in *Sonic Mega Collection* originally appeared on the 16-bit Sega Genesis game console, while the "mini collection" games in *Sonic Adventure DX* originally appeared on the Sega Game Gear, an 8-bit handheld system. Sonic's real debut was the Genesis game which appears in *Sonic Mega Collection*; the Game Gear *Sonic the Hedgehog* game was released later. Boy, do we feel old.

TRACKING TETRA

In a previous issue of *TIPS & TRICKS*, in the *Select Game Previews* you said there was a game coming out for the GameCube called *The Legend of Zelda: Tetra's Trackers*. It said this game was going to come out in 2004. I looked for this game in 2004 (because I am a huge *Zelda* fan) and I didn't find it. Is *Tetra's Trackers* supposed to come out in 2005? Did I miss it? Was it canceled altogether?

—Allison Burr
Rancho Palos Verdes, CA



Unfortunately, it looks like *The Legend of Zelda: Tetra's Trackers* is not coming to North America at all. The game was released in March of 2004 as part of the Japanese *Four Swords Adventures* package, but it was not included in the U.S. version of *Four Swords Adventures*.

PRICE POINT

What makes the Sony PSP cost more than the Nintendo DS?

—David J. DeNard
Owosso, MI

There are a lot of factors considered when determining a suggested retail price for a new piece of hardware—and as a lowly video-game magazine, we're not privy to all of them. But it's safe to say that the PSP is more expensive because of the size of the LCD screen. Seriously, that thing's pretty huge; it's gotta be expensive to manufacture.

TOKEN OF THE MONTH



This month's token comes from the Markland Mall in Kokomo, Indiana. It was sent in by Joshua Laxen, also of Kokomo.

Thanks, Joshua!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Gaming Gear

hardware
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❖ If you just got a PSP, it's probably your most prized possession in the world right now! And if you value it as much as we do, you should give it maximum protection from smudges and scrapes with Intec's PSP Safe Case. The inside of the aluminum case is specifically molded for the PSP so it fits snugly and won't move around inside. A nat pocket also lets you store a couple of UMD discs inside. Available at your local game store for \$12.99.

❖ Unlike the radio frequency standard used by all other wireless controllers, Intec's Wireless LIVE Controller for the Xbox is the first controller that uses Blue-tooth technology for crystal-clear communication and better button response time. The headphone and microphone sat plugs directly into the controller, so you're free to roam around even while playing Xbox Live. Look for the Wireless LIVE Controller in early May for \$49.99.



❖ These one-of-a-kind Nintendo DS units are not for sale in any store; they were created by Nintendo for a special

charity auction at this year's Sundance Film Festival in Utah. The copperbrown DS was won by actor Alan Cummings (X2: X-Men United) for a high bid of \$1,500, actress Poppy Montgomery (Without a Trace) scored the green model with her high bid of \$2,500 and comedian Jay Mohr (Last Comic Standing) took home the metallic blue DS for a cool \$16,000. Along with Nintendo's own monetary contributions, these three very special Nintendo DS units brought a total of \$23,000 to two charities (St. Jude's Children's Research Hospital in Memphis, Tennessee and tsunami disaster relief).



for the PS2 Street Fighter controllers: Sagat, Guile and Akuma. The controllers are based on the ASCII Pad II (Fighter Type) Controller for the Saturn, which was a hot import item for serious fighting-game players. The six-button layout is essential for any loyal Street Fighter player. Each controller is packed with a special edition comic book from UDON and costs \$29.99.

❖ A new DVD from ADV Films, Mega Man: Once Upon a Star presents three Mega Man anime episodes



which appear to have been created by the Japan Center for Intercultural Communications as a tool for teaching American kids about Japanese geography, culture and customs. Even with the semi-educational slant, it's an essential purchase for Mega Man fans—the art style is much more faithful to the original 8-bit Mega Man game than the Saturday-morning Mega Man show which has already appeared on DVD. The footage must have originated from 1992 or 1993, since Mega Man has all of the powers he earned from the bosses of Mega Man 5.



Mobile
Games
and
Cellular
Entertainment

gaming 2go

by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a PS2, Xbox, GameCube or GBA. If you've got a wireless phone, you might have a way out of that predicament....

Vol.
7

Building Digital Bridges

Since opening up a U.S. office, Digital Bridges has picked up the pace on new releases—some of them with quite familiar brands behind them.



For instance, in February the company released a car-racing game based on the popular *2 Fast 2 Furious* movie, which starred Vin Diesel and Ludacris. With a style that harkens back to the original *Pole Position* coin-op, you need to pursue victory on a dozen tracks, pouring your winnings back into boosting your car's performance through new parts—engine, steering, acceleration, etc. Digital Bridges promises to host a global leaderboard, with one of the coolest features being the ability to play head-to-head against the best times in the world by downloading a "shadow racer."

April is slated as the ship date for *Nate Adams Freestyle Motocross*, which centers on the rider who's scored gold medals at the Gravity Games and X-Games. The game mixes a race against the clock and the need to kick out various tricks so you can unlock new tracks. There are 21 different levels and eight different "signature moves" of Nate's you can use.



To celebrate his 40th anniversary, *Pink Panther in Rare Pink* takes the cartoon character through eight levels of single-player, side-scrolling fun. In pursuit of a rare butterfly, Pink and The Man take off in a race to be the first to capture it, with myriad obstacles (such as garbage cans and holes) and beneficial bonus items (such as scooters) scattered along the path. *Rare Pink* is scheduled for release this summer.

Jewel Quest is Digital Bridges' mobile take on the now-classic gem-matching concept, made famous in the '90s by Columns and online more recently with *Bejeweled* and *Diamond Mine*. By matching the symbols—gems, coins and masks—the tiles they're on turn to gold, and when the entire board is gold, you've completed the level. There are some other twists that make the game more interesting, such as "buried relics" that need to have like pieces matched next to them before they can be fully revealed (and therefore playable). *Jewel Quest* is due out in July.



Digital Bridges has another licensed game, though the ink is still drying on the contracts: *Maria Sharapova Tennis* will put the Russian beauty—who is also the reigning women's champ at Wimbledon—at center court for some handheld racquet blasting. Get ready for a love match this summer.

6 SHOOTER SHOWDOWN: POKER TIPS

One of the unique features of Hudson's 6 Shooter Showdown: Poker card game is that the players can cheat! Here are some tips for you to try the next time you're in a game:



♣ How do you know when one of your opponents is cheating? During the betting rounds, watch the behavior of each opponent carefully. If someone coughs at a strange moment, it's usually done to cover some sleight-of-hand—and the one coughing is the one cheating.

♣ If you get killed in a gunfight or lose all your money at the card table, don't start a new game. Instead, pick the "Retry" option. All of the casinos and saloons that you've already unlocked will remain open to you.

♥ When you pick your avatar, pay attention to whom you pick. Each character in the game has one weapon with which he is more deadly...and that includes you, also. If you pick the Gun Slinger or the Marshal, your best weapon is the six-



shooter. If you pick the Rifleman or the Soldier, you are most skilled with the rifle. If you choose the Card Shark or the Bandit, the Derringer is your weapon of choice. You do twice as much damage with a successful hit using your best weapon, so rely on it more during a gunfight—and you will have an advantage, since the computer-controlled characters tend to choose the weapon randomly.

6 Shooter Showdown: Poker should be available now for BREW and J2ME-compatible handsets. Also, while the initial release of the game is single-player only, Hudson expects to have multi-player capabilities available in the near future.





MUSASHI GOES MOBILE



Square Enix has come out with what it calls "an original 3-D action game" for the mobile market that's tied in with the simultaneously released PS2 title, *Musashi: Samurai Legend*. The "manga shaded" *Musashi: Mobile Samurai* plays like a comic book; the title character wields dual swords for his trek up

the Tower of the Five Rings, fighting various adversaries along the way and saving Princess Mycella's countrymen from harm.

The publisher of the *Final Fantasy* series, Square Enix has taken an interesting approach by releasing complementary console- and phone-based games at the same time. It also stated that this is the first time the company is "releasing a title in the United States before Japan."



Handheld Texas Hold 'em

Mforma announced an agreement with the World Poker Tour to bring out a mobile game called *World Poker Tour Texas Hold 'Em*. The card game is growing in popularity through coverage on ESPN, Fox and on Bravo's showing of the World Poker Tour (which started a new season of shows in March). The mobile game, meanwhile, offers head-to-head competition for up to six players at one table. Mforma and WPT plan to hold tournaments for real prizes, as well as hosting a leaderboard so players can see how they stack up to others around the world. Among the prizes to be offered are trips to WPT event tapings and perhaps participation in a televised WPT tournament.



THQ'S SHOOTOUT, SHOWDOWN

THQ Wireless recently launched its own NBA-licensed game, though just concentrating on one segment of the pro basketball experience: the three-point contest at the All-Star



Game. With *NBA 3-Point Shootout*, the publisher has tried to create an easy and quick-to-play game that requires a smooth rhythm on the keypad to maintain scoring accuracy. The animation and physics are sharp, and it ends up playing as exciting as the real thing.



THQ also has a strong partnership with cable TV network Nickelodeon, which has resulted in various brands becoming games, such as *Jimmy Neutron*, *Rugrats* and *SpongeBob SquarePants*. Now, THQ Wireless is also getting



into the act with a mobile version of *Fairly OddParents: Shadow Showdown*, which was recently released for Nextel and Verizon customers. The publisher added an interesting twist to the phone-based game in that achieving certain milestones gives you codes that can be used on the



PlayStation 2 version of *Shadow Showdown*. To acquire the codes, go to the mobile game's main menu, then select the Rewards entry. That menu will show you goals you need to complete, such as scoring 15,000 points. After you achieve the indicated challenge, you'll be able to click it in the menu to reveal your reward.



Wireless Trivia

Starwave Mobile (part of the Walt Disney Internet Group) has announced the availability of the *Trivial Pursuit* question-and-answer game for mobile devices. The wireless version enables gameplay in single-player or multiplayer all thanks to the latest, using a "pass the phone" process, and it employs a constantly refreshed question pool, so there is little opportunity to study all of the queries for an advantage. The game also supports online leaderboards and tournaments. In addition to adjustments in difficulty, timer duration and other settings.



MOBILE GAMING NEWS

• **Cell Phone on a Chip**—Since Texas Instruments succeeded in tests to create a single chip that holds most of the electronics needed for a mobile phone, Nokia has



said that it will soon start using the chip to make low-cost voice-only phones for such countries as China and India. The chip includes memory, logic, power manage-

ment and the radio/network processes needed to use it in wireless systems.

• **Soup Up Your Phone**—Virtu Mobile has teamed with Campbell Soup Co. to make a free game, *Campbell's Soup At Hand*



cars of soup for bonus time. To access the game, check out www.sah-mobile.com, then follow the directions for your phone brand.

• **Couch Potatoes Get Mobile**—Television production company Travertine Entertainment recently showed off its SMS-TV, which centers around interactive TV shows for mobile devices that give viewers "the ability to chat, vote or even control the outcome of a show and see it

all on the television screen in real time." While SMS-TV doesn't involve viewing TV shows on your mobile phone, it does enable you to use your cell phone to pass along text messages that affect the show. Basic uses would include polls and surveys of viewers with relatively instantaneous results available for use

in the TV show, while more intricate usage would enable diverse interaction, such as selling ringtones and other mobile-oriented products, live chat to the TV screen and real-time trivia/quiz contests.





ONLINE GAMER

Get Connected to the World of Online Console Gaming

by Jason Wilson

Xbox Live
Gamertags:
Dream Theater
PS2 Online
Username:
DreamTR

Vol.
8

FORZA MOTORSPORT: Home Regions and Vehicle Rarity

With Microsoft's answer to the *Gran Turismo* series coming out this May for the Xbox, the time has come for us to reveal a bonus feature in the game that is sure to bring a whole new group of players to the online circle. Choosing a home region



when you create a profile is crucial in *Forza Motorsport*, because it will determine the availability, cost and rarity of the vehicles in your career. Cars that you can obtain at the entry level such as the Honda Civic and Ford Focus are common and

relatively inexpensive in all regions. Mid- to high-level vehicles such as the Chevy Corvette or Opel Speedster are more common in their home regions, but are relatively rare and far more expensive in other regions. Supercars such as the Ferrari Enzo and Porsche Carrera GT are very rare and expensive in all regions. The region you choose will also influence the relationships you can develop with various companies as your earnings increase throughout your career, and you can make money



more quickly by increasing the game's difficulty setting. Progressing to different levels will allow you to unlock new relationships with different parts and car manufacturers, which will enable you to pay discounted prices for tires, fenders, etc. as well as enabling new vehicles that were previously unavailable. In order to collect cars from other regions, you'll need to buy and sell them with other players...and if you don't have a buddy who lives nearby playing the game with you, your best bet is to do this over Xbox Live. That's what makes this feature so interesting: instead of every player having the same access to the same cars and parts worldwide, *Forza Motorsport* really gives you a sense of a global economy. This kind of international flavor



could not have been implemented so realistically without the worldwide reach of the Xbox Live network; when you get your hands on a rare import vehicle, it should really feel like something special, because you will be literally obtaining it

from a fellow car enthusiast in a different country! Naturally, there will also be players who purchase multiple Xbox units or create numerous profiles in order to buy and sell cars to and from other regions for profit. Just remember that most players in the United States will probably choose the U.S. region by default, so it may be to your advantage to choose a different region so you can get your hands on those rare items that your friends will soon be clamoring for.

TEAM PLAY AND PRACTICE MAKE PERFECT

With the overwhelming popularity of first-person shooters for online play on the PlayStation 2 and Xbox, various players have begun to form clans and teams in order to increase their level of competition and promote teamwork, as opposed to individual melee/player-based gameplay. Of course, there's nothing wrong with every-man-for-himself free-for-all, and you can still have teams pitting one group against each other, melee style, without needing much practice to play well together.

However, when you are playing a Capture the Flag type of match, it is imperative that your team become accustomed to each map's layout and to identify hot spots where you can "camp" in order to gauge your opponents' weaknesses (when you are playing a defensive game) or exploit them (when it's time for your squad to take the offensive). One of the best ways to learn team strategy is to play Counter Strike. This game forces you to learn the maps and how to trap players into committing crucial errors. It is more important to learn the maps in Counter



Strike than in any other first-person shooter. The lessons you learn from playing this game will carry over to many other FPS games, including those in the *Rainbow Six*, *S.O.C.O.M.*, and *Halo* series. Practice manipulating your opponents into making mistakes by assembling a familiar squad of three to four buddies on every map in the game several times a week, and concentrate on the maps that you are least familiar with. You'll soon notice that your team members will instinctively understand the basis of proper formations, when to snipe, correct spacing and more—and you will eventually witness an overall shot percentage increase for your entire team. Distinguishing yourself from danger is the key to almost any video game. While playing in each area, keep an eye out for structural weaknesses and positions that seem safe to temporarily hibernate in for sniping purposes. A good sniper is crucial for a team to be successful. Practice these methods and test your skills against some of the *Tips & Tricks* editors (watch for the gamertags Dream Theater and Sandy Cheeks; that's us).



1990: TeleGenesis Modem for Sega Genesis (Unreleased)



1993: Teleplay System for NES/Genesis (Unreleased)



1994: XBAND Video Game Modem for Genesis/SNES



1996: NetLink for Sega Saturn



1999: Sega Dreamcast



2002: Network Adaptor for PlayStation 2



2002: Xbox Live for Xbox



2002: Broadband Adapter for GameCube

THE EVOLUTION OF ONLINE GAMING

If you think that online console gaming is still a little rough around the edges in 2004, consider how limited the technology was a decade ago, when Catalyst Entertainment's XBAND game modem was launched for the Sega Genesis and Super Nintendo Entertainment System. Prior to that successful venture, there were several aborted attempts to bring console gamers together. Way back in 1990, Sega's introduction of its Genesis console included many references to (and photographs of) the TeleGenesis Modem, a 1,200-baud peripheral which was supposed to allow players to dial each other up through the phone lines and play games like *Cyberball* against one another. In 1993, a startup company called Baiton Technologies advertised its Teleplay System, modem devices which would theoretically allow NES and Genesis owners to compete online; the company even had plans to introduce special games that were cross-compatible with both platforms, so NES owners could play against Genesis owners. Atari made tentative announcements regarding a voice modem and headset for its Jaguar game machine, which would have been the first console system to allow players to talk to one another during an online game. Unfortunately, with the exception of a small-scale launch of the TeleGenesis in Japan (where it was called the Mega Modem), none of these products ever reached the stores, and it's safe to assume that limited technology was one of the main reasons why they were shelved.

Sega continued to push the envelope through the mid-'90s, however. In 1995, its NetLink peripheral allowed Saturn owners to play games like *Virtual On*, *Sega Rally*, *Daytona USA* and *Saturn Bomberman* online. Not surprisingly, the NetLink system was built on an advanced version of the XBAND technology. Later, in 1998, the Sega Dreamcast began its all-too-brief online tenure with *Chu Chu Rocket* available for online play. Today, of course, players are spoiled by the fact that all three major console platforms are playable online. But compared to the video-game industry in general, the technology that allows us to play against each other through an Internet or phone connection is still in its infancy. Even today, players in many parts of the world do not have the capability to use a broadband connection, which is still something of a luxury.

Still, it's hard to believe that in a span of 10 years, we have gone from the XBAND (with its paltry lineup of less than 20 online-compatible titles) to a library of nearly 200 online games for PlayStation 2, Xbox and GameCube. And online play is not just limited to consoles, either. Handhelds are breaking into the online market with Bluetooth and/or Wi-Fi technology features for the Nintendo DS, Sony PSP and Nokia N-Gage. The range for peer-to-peer play on each of these systems might be limited at the moment, but this is only the beginning of what is destined to be an online gaming paradise. And even though *Tis & Tics* does not cover PC games, it's hard to ignore when a game like *World of Warcraft* signs up 200,000 user accounts during the first month of its release! At this point, we can't expect anything less than aggressive marketing and progression in the online gaming circle. The console manufacturers know that online gaming is the future, and they will continue to strive for the ultimate edge in technology. It doesn't even matter which company comes out on top—the real winners are the players, who will continue to reap the benefits as the world of online gaming just keeps getting better and better.

UPCOMING ONLINE GAMES

PlayStation 2 Online Future Releases

March 2005

- Brothers in Arms: Road to Hell* (3rd Soft)
- ESPN MLB 2K5* (Sega)
- MLB 2005* (3rd Soft)
- MX vs. ATV Unleashed* (THQ)
- MVP Baseball 2005* (EA Sports)
- Tom Clancy's Splinter Cell: Chaos Theory* (Ubi Soft)
- TimeSplitters: Future Perfect* (EA Games)

April 2005

- Area 51* (Midway)
- Cold Winter* (Vivendi Universal)
- Midnight Club 3: DUB Edition* (Rockstar)
- Outlaw Volleyball* (Konami) (Global Star)

May 2005

- 25 to Life* (Eidos)
- Darkwatch* (Summy)
- Outlaw Tennis* (Global Star)
- FlatOut* (Bugbear)

J.A. 2005

- Battlezone: Modern Combat* (EA Games)
- Gran Turismo 4* (Sony)
- Jukez* (THQ)
- NCAA Football 2006* (EA Sports)
- Madden NFL 2006* (EA Sports)
- Rainbow Six: Lockdown* (Ubi Soft)
- Resident Evil: Outbreak File 2* (Capcom)

Xbox Live Future Releases

March 2005

- Ford Racing 3* (Global Star)
- Doom III* (Activision)
- ESPN MLB 2K5* (Sega)
- Iron Phoenix* (Summy Studios)
- MX vs. ATV Unleashed* (THQ)
- MVP Baseball 2005* (EA Sports)
- Star Wars: Republic Commando* (LucasArts)
- TimeSplitters: Future Perfect* (EA Games)
- WWE Wrestlemania X2* (THQ)
- Warrior 3D: Special Edition* (Sega)

April 2005

- Advance Rising* (Majesco)
- Capcom Fighting Evolution* (Capcom)
- Dead to Rights II* (Majesco)
- Delta Force: Black Hawk Down* (Novologic)
- Area 51* (Midway)
- Jude Empire* (Microsoft)
- Midnight Club 3: DUB Edition* (Rockstar)
- Phantom Dust* (Majesco)
- Tom Clancy's Splinter Cell: Chaos Theory* (Ubi Soft)
- Ultimate Championship 2: The Lizard Conflict* (Midway)

May 2005

- 25 to Life* (Eidos)
- Conker: Live and Reloaded* (Microsoft)
- Darkwatch* (Summy)
- Forza Motorsport* (Microsoft)
- Outlaw Tennis* (Global Star)

June 2005

- Perish* (GooGame Games)
- FlatOut* (Bugbear)
- The King of Fighters 2002/2003* (SNK Playmore USA)
- Metal Slug 4* & 5 (SNK Playmore USA)

J.A. 2005

- Armada 2: Star Command* (Metro 3D)
- Battlezone: Modern Combat* (EA Games)
- Arce* (THQ)
- NCAA Football 2006* (EA Sports)
- Madden NFL 2006* (EA Sports)
- Operation Flashpoint* (Codemasters)
- Painkiller* (Dreamcatcher)

Greetings, sports fans, and welcome to the *TIPS & Tricks* sports section. In this monthly column, we'll be bringing you all of the freshest airt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS

SPORTS DESK

by Anatole Brown

Vol. 54

The days are getting warmer and pollen is swirling in the air—it's time for opening day! Baseball fans have several choices when it comes to this year's crop of baseball games, but this may be the last time we get to enjoy a wide variety of them. In the recent power-play saga between sports game publishers, Take-Two has bought Visual Concepts from Sega, fired up its new 2K Sports label and signed a seven-year deal with Major League Baseball to be the exclusive publisher of games featuring MLB players. Clearly this is a retaliatory move against EA

Sports' recent exclusive agreement with the NFL (see Sports Desk, February 2005). There is a loophole in this agreement, however—it allows console manufacturers like Sony, Microsoft and Nintendo to make their own MLB games as well. However, publishers like EA Sports will need to rethink their strategy in regards to baseball. Could this be the end of EA's *MVP Baseball* series? Only time will tell, since Take-Two's exclusive agreement doesn't kick in until next year's baseball season. In the meantime, let's take a look at this year's action on the diamond.

MVP Baseball 2005

MVP Baseball 2005 retains its same game-play style from last year, with fine-tuned throwing meters and precision pitching. The swing-meter throwing interface is a little tough to get used to if you're being introduced to the series for the first time. However, once you get all the nuances of *MVP Baseball 2005*, it's clearly the deepest and most sophisticated baseball sim of the lot. A new Mini Game mode has been added to help you practice your batting and pitching. The batting mini-game scores you on the distance and direction the ball travels, while giving you extra bonus points for hitting objects like cars! The pitching mini-games concentrate on throwing accuracy by having you eliminate blocks from the pitching grid. The grid has falling blocks, not unlike a Tetris game, where you aim to connect and match the same colors. Of

course, the token Home Run Showdown can also be played. As far as the batter/pitcher duel is concerned, *MVP Baseball 2005* leans more toward the pitcher. The game rewards good pitching, especially if you're good at mixing up your pitches and throwing them perfectly with the swing meter. Batting, on the other hand, takes a bit of a backseat. In fact, compared to other games this year, batting feels like it

lacks power in *MVP Baseball 2005*. (Could this be a reaction to the steroids scandal?) Also, the batter needs to rely on pitcher mistakes to gain a true advantage. There are some good additions, like the ability to move the batter around in the batter's box—a function that seems to have been eliminated from most baseball games over the years. However, there is a certain "oomph" missing when the bat comes into contact with the ball. Purists will enjoy the strategic and simulation aspects of trying to hit the ball to specific areas on the field in certain situations, but those who want more home run opportunities may want to adjust the Batting Power slider in the Gameplay Tuning options. As you reach specific reward milestones in the game, you will earn

MVP points. The points can then be used to purchase retro jerseys, classic stadiums, legendary teams and legendary players. A new Owner's Mode has also been included, where you make all the financial decisions on how to run your team. While *MVP Baseball 2005* is recommended for baseball fanatics who enjoy all the intricacies of managing a baseball game, the learning curve may be a little high for those looking for a simple afternoon of baseball with friends. Available for the PS2, Xbox and GameCube.

MLB 2006

Given that Sony is a console manufacturer, the MLB series from Sony's 989 Sports division is expected to continue even though Take-Two has signed the exclusive deal with the MLB. *MLB 2006* for the PS2 continues the series' pick-up-and-throw style of baseball with its straightforward control scheme and quick innings. The graphics have improved significantly over last year's edition; the player animation is some of the best

out of all the baseball games this year. The player models and stadiums, however, are still not on par with the competition. This is a batter's game, with plenty of rewards for players who are patient at the plate and have good timing while hitting. The game has also added a whole new fielding mechanism where the player has more involvement than the usual cookie-cutter catch-and-throw fielding which plagues many baseball games. A ball indicator will appear on

a pop fly, showing how high the ball is in the air. A skilled player will have a larger circle to make the catch, whereas a lesser player will have a smaller circle to work with. Base throwing can now be "pre-loaded" before the fielder even touches the ball, allowing for a smooth catch-and-toss to the base and perhaps even a double or triple play.

MLB 2006 has a great feel for batting and fielding, but the pitching swing meter could use a little more finesse when compared to *MVP Baseball*'s excellent swing meter. EyeToy support is back for the Create Player mode, so you can put your own face in the game, plus online play is available with 989's excellent online features. We've always endorsed the MLB games because of their straightforward accessibility for anyone who wants a no-nonsense match, and *MLB 2006* is the best in the series yet; it's worth checking out as your primary baseball game.

Major League Baseball 2K5



recent ESPN NFL games) where you can unlock various extras such as classic teams, mini-games and stadiums.

Among the most noticeable features in MLB 2K5 are the unique lighting effects that give the game a very different, crisp look. This is definitely not a quickly rehatched upgrade of last year's ESPN Baseball; the new edition boasts an all-new engine with butter-smooth gameplay. With features like the "Smart Throw" command (which allows you to automatically throw to the safest location on the field), the 2K development team is clearly trying to set new standards for sports sims. The innovative pitching and batting controls, the all-new Maximum Fielding and On Command

Major League Baseball 2K5 makes its way to the PS2 and Xbox just in time for the start of baseball season, complete with online play, accurate rosters (minus Barry Bonds, of course) and an aggressive challenge mode. Bearing the subtitle "Powered by ESPN," the new game features a "Skybox" area (similar to the Crib in the



baserunning, the active picture-in-picture display, the quick-select controls...it all adds up to a superbly entertaining season at the old ballpark. Maximum Sliding allows you to hit the dirt with an array of different sliding techniques from the touch of your right analog stick, while "K Zone Pitching" allows for an unprecedented degree of control; pressing a button three times after selecting your pitch controls the velocity, the amount of drop and the precise spot you're aiming for in the strike zone (or out of it).

As always, the series' Franchise modes have you fully immersed in the world of baseball franchise management as you scout and track minor league talent, take on GM Mode and even compete in multi-player franchise games. No more \$100 million payrolls either, Yankees fans: you're limited to a strict budget. Xbox owners get a bonus: the ability to customize the sounds of the game by using your own music from the hard drive, which is a lot better than getting heckled by fans all day.

Nintendo Pennant Chase Baseball

One of the major MLB game this season is *Nintendo Pennant Chase Baseball*, a new GameCube game being co-developed by Nintendo along with Exile Interactive (developer of *World Series Baseball 2K3*). It's



an all-new, original game licensed by Major League Baseball Properties, the Major League Baseball Players Association and the National Baseball Hall of Fame and Museum, with stats and player ratings provided by STATS, Inc. Bob Brenly,



Rick Rizzas and Tom Hutterly provide commentary—no surprise there, as Rizzas and Hutterly call the real-life games for Nintendo's own Seattle Mariners.

With no online play options, *Pennant Chase* compensates by intensifying the single-player experience.

The game includes some very innovative methods of encouraging season and tournament play. The most notable of these is a "speed play" option, which streamlines the game and reduces playing time by concentrating on the pitcher/batter interface and allowing the computer to simulate all fielding and baserunning.

When you get a hit in speed play mode, the game examines the speed and trajectory of the ball, then calculates the most likely result of the play and reports the results immediately, automatically advancing runners as necessary and updating the score and stats so you can get right to the next pitch. With speed play, you can play through an entire season in a fraction of the time it takes to do so in any other baseball game; you can also watch a standard

game into speed play mode at any time if you're late for dinner and you want to finish up quickly.

In addition to all 30 MLB ballparks, the game includes at least five "retro" stadiums such as Candlestick Park, plus the unique ability to construct

your own fantasy stadium in Franchise mode. You can actually start with a bare-bones neighborhood sandlot and build it up into a glittering major league stadium, complete with press boxes and concession stands. Look for cover boy David Ortiz on the package of this GameCube-exclusive title, which should be on sale by the time you read this.

Sports on the PSP

Although Sony's 989 Sports has scaled back on developing games for the PS2, it has been busy creating a lineup of sports games for the PSP's launch. Including *NBA*, *MLB*, *Gretzky NHL* and *World Tour Soccer*. The latter three titles will be based on their PS2 counterparts, while *NBA* will be an entirely new series separate from 989's old NBA Shootout series. Along with *ATV Offroad Fury: Blazin' Trails* and *Twisted Metal: Head-On*, *NBA*, *MLB* and *Gretzky NHL* will feature online play. The PSP has two modes of wireless play: "Ad Hoc" mode and "Infrastructure" mode. Ad Hoc mode is the standard wireless mode where people in the same vicinity can play against each other. Infrastructure mode allows the PSP to connect to the internet via Wi-Fi, thus allowing players to compete online across the globe. Let's take a quick look at 989's PSP games.

NBA

NBA is designed for quick matches with its arcade-style play. You can select any of the 41 NBA teams, including six National Basketball Development League (NBDL) teams and start a full season, or challenge yourself or a friend to several mini-games. See who can color the court the fastest in Paint Mode, enter an All-Star type competition with the PlayStation Skills Challenge Mode or see who has the hot hand in the 3-Point Contest. The Ad Hoc wireless mode is limited to two players. *NBA* has a whole new control scheme; players need to have proper timing in order to accurately shoot the ball or pull off an athletic maneuver.



Gretzky NHL

Gretzky NHL is based on *Gretzky NHL 2005* for the PS2. Like the PS2 version, the *Gretzky Challenge* lets you unlock playable Wayne Gretzky from different points in his career, including his days as an Edmonton Oiler, Los Angeles King or New York Ranger. You can also act as an owner in Season Mode and make key decisions that affect your franchise. The game also supports two-player wireless competition.



MLB

MLB has almost all the same trimmings that *MLB 2006* offers for the PS2. The pitcher/batter interface remains the same, plus the game also features the new Playmaker Fielding Marker where a player's skill level affects his ability to catch a fly ball. There is no EyeToy support, but the game still allows you to play a full season as you try to take your team to the World Series. *MLB* also supports up to two players via wireless multi-player connectivity.



World Tour Soccer

Unfortunately, *World Tour Soccer* won't have online play capability like the other three sports titles, but it will support up to two players in Ad Hoc mode. The game packs over 200 teams, including club, international and classic teams. You can also choose different languages for the announcers in the game to give you that international feel. A Challenge Mode is included for the occasional mini-game distraction.



TIPS & TRICKS

COLLECTOR'S CLOSET

Vol. 42

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you!



BOOT LEGGERS AHoy!

Are There Pirated Games In Your Collection?

Considering the fact that cartridge-based software is more difficult to duplicate than games on CD or DVD, it's been quite a shock to see the number of illegally "pirated" Game Boy Advance games that are currently being sold, both online and in person. We're not sure where they originate from, but we've seen them at local flea markets and in hundreds of eBay auctions over the past few months. You can protect yourself from accidentally adding these worthless games to your collection by looking for the following warning signs:

Blurry and/or "pixelated" box art



Missing and/or distorted ESRB rating



Missing and/or distorted "Official Nintendo Seal"



Blatant typographical errors or gibberish text



If you manage to get a peek at the contents of the box, you can find even more red flags:

Thin and/or incomplete instruction manual



Altered "Game Boy Advance" logo on cartridge face



Altered "Nintendo" logo on cartridge back



Most of these things are easy to spot when you're checking out a game in person, but in an online auction, you may not even get to see an actual photo of the game that's for sale. Just keep in mind that if the seller is located overseas and the price sounds too good to be true, you may be dealing with a criminal who is trying to sell an illegal product. A pirated game has no collectible value, and no place in the home of a reputable game collector.

AUCTION Action

Video-Game Goodies Sold in Recent Online Auctions



Nintendo Game Boy Six-Foot Store Display
High Bid: \$610.00

Resident Evil 2 GameCube Game (Factory Sealed)

High Bid: \$125.50



Resident Evil 3: Nemesis GameCube Game (Factory Sealed)
High Bid: \$110.00

Pokémon Animation Production Cel
High Bid: \$243.70



Final Fantasy Tactics PlayStation Game (Factory Sealed)
High Bid: \$214.50

White Yoshi's Story Beanie (Mail-Order Premium)
High Bid: \$72.71





THE GUY GAME: BANNED?

Released by Gathering in August of 2004 for the PlayStation 2 and Xbox, *The Guy Game* features video footage of young women enjoying spring break at South Padre Island, Texas. In December, the *Austin American-Statesman* newspaper reported that one of these women filed a lawsuit against the game's publisher and developer, claiming that the agreement she signed is legally void because of the fact that she was only 17 at the time. Pending the results of the suit, a District Court Judge in Travis County, Texas granted a temporary restraining order which was supposed to have resulted in the game being removed from store shelves. As this issue went to press, new copies of *The Guy Game* were still

available at EB Games, Blockbuster/Game Rush and several other locations. However, those who have tried to sell copies of the game on the eBay online auction service have found that eBay has been deleting such listings and threatening to suspend the sellers' accounts, pending a "review" of the legal issues involved. Some sellers have been able to bluff their way out of this restriction by listing *The Guy Game* in 24-hour auctions, or by posting it with a "buy it now" price in the hopes that a buyer can be found quickly before eBay discovers the listing and removes it. The game no longer appears on Gathering's Web site, and it has also been removed from the online store of Take-Two, the parent company of Gathering.

Is *The Guy Game* destined to become a rare collectible? Considering the heartfelt compliance with the original restraining order, it's hard to believe that the game will completely disappear even if the courts rule in favor of the plaintiff. But there's already a buzz about it in collector circles—enough to justify picking up a copy if you happen to find one. Just don't pay more than the suggested retail price of \$39.99.

Don't Be Fooled By REVERSE ARTWORK

The most obsessive collectors are those who try to get every single game released for a particular system. Once they complete that collection, they usually start looking for "variant" editions of the games that they already own; for example, games which were re-released with different box art. This can be a valid pursuit—often, one of the two packages will be more desirable in collector circles.

With that in mind, we thought we'd point out a few examples of games that look like they have variant packaging, but are in fact exactly the same. For example, THQ's *New Legends* and *MotoGP* for the Xbox were both published with reversible box art. If you open the box wide and remove the paper insert from the DVD case, you'll find an alternate cover printed on the



reverse side, those who prefer the alternate artwork can easily display it that way. If you saw one of these "B-side" boxes in a used game store, you might think you've found a rare packaging variant, but if you look closely, you'll discover the original cover on the reverse side.

Growlanser Generations for the PlayStation 2 was also released with a reversible insert, as was the new *Ghost in the Shell: Stand Alone Complex* for the PS2.

What's interesting about the latter game is that half of the game's production run features the "A-side" box art on the outside, while the other half was shipped with the "B-side" showing. It looks like a packaging variant, but both inserts are exactly the same.

ROOM OF DOOM

Check out the video-game collection of Josh Jontig. Josh is 17 years old and lives in Corona, California with this impressive "Room of Doom." It includes hundreds of games and systems, many of which were released before he was born. All of his top three finds were purchased at swap meets for incredibly low prices: a Vectrex system, a complete copy of *Stack-Up* for the NES and the very rare Sharp 195C111, a 19-inch television with a built-in NES system.

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tim & Tock's Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o Tim & Tock, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.





FINAL FANTASY WORLD

Vol.
20

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY Flashback CAMEO APPEARANCES (Part I)

The popularity of the *Final Fantasy* characters bled across genres into many of the other games developed or published by various incarnations of the company currently known as Square Enix. Although the following is by no means a comprehensive list, these are some of the games that include images or even playable versions of familiar faces from the *Final Fantasy* series.

THE BOUNCER

This is a fighting game that uses all aspects of the PS2's analog control capabilities, including the pressure-sensitive directional and input buttons. One of the game's main bouncers is Volt Krueger, whose horns hide a secret from his past. On the sleeve and back of his jacket, there's a graphic of a cactus with a slash through it.



CHRONO TRIGGER

One of the best role-playing games ever made, *Chrono Trigger* also boasts a high number of multiple endings. One of these, the "Dream Project" ending, lets you speak to the game's developers. In order to get this ending, you'll need to have beaten the game once already. Then, while playing a New Game+, examine the shining dot on the terminal on the right side of Lucca's Millennium Fair exhibit, immediately after Marie joins Crono in Leene Square. This forces you to fight Lavos with a party of just Crono and Marie. Alternately, defeat Lavos in Ocean Palace prior to Crono's sacrifice. During the ending, you can walk around to different rooms and speak to various people who worked on the game. Talk to (Xenogears/Xenosaga creator) Tetsuya Takahashi, and he'll say, "If you thought this was hard, you should try *Final Fantasy 4!*" In the "Dream Team" room are avatars of *Final Fantasy* director Hironobu Sakaguchi, character designer (and *Dragon Ball* creator) Akira Toriyama and *Final Fantasy* music composer Nobuo Uematsu! *Chrono Trigger* was released for the Super NES, and then re-released as part of the PlayStation compilation *Final Fantasy Chronicles*. The other disc in this compilation is *Final Fantasy IV*, the game originally released as *Final Fantasy II* on the Super NES.



KINGDOM HEARTS

Kingdom Hearts defied all odds and managed to realistically integrate characters from the Disney pantheon alongside characters from the *Final Fantasy* roster. The child versions of Tidus, Wakka and Sephiroth are the first cameos you come across. Later, you meet Leon (obviously Squall Leonhart), Aerith, Cid, Moogles, Yuffie, Cloud and Sephiroth.



TOBAL NO. 2

Both *Tobal No. 1* and this sequel were highly ambitious projects featuring character designs by Akira Toriyama. Sadly, *Tobal No. 2* was never released in the United States. It's too bad, considering it's one of the most entertaining fighting games ever made, with more than 100 different playable characters. Two of the fighters are Chocobos, of the yellow and black variety.





CHOCOBO RACING

It's no surprise that Chocobo invited plenty of his *Final Fantasy* friends to appear in *Chocobo Racing*. The normal playable characters include Chocobo, Mog, Golem, Goblin, Black Magician, White Mage, Chubby Chocobo and Behemoth. Incidentally, Mog acts like a big jerk in this game. There are a lot of secret characters to unlock by completing the Story Mode a certain number of times. The secret characters can't be used during the Story Mode, but they will be selectable in other race modes. Here's how to get all the secret characters:



Bahamut
Complete Story Mode once.



Squall
Complete Story Mode twice.



Cid's Tank
Complete Story Mode three times. At the character select menu, highlight Squall and press L1.



Marimba (the lion enemies from *Final Fantasy VIII*)
Complete Story Mode four times. At the character select menu, highlight Squall and press L2.



Cloud
Complete Story Mode five times. At the character select menu, highlight Squall and press R1.



Cactuar
Complete Story Mode six times. At the character select menu, highlight Squall and press R2.



Aya (from *Parasite Eve*)
Complete Story Mode seven times. At the character select menu, highlight Squall and press L1 + L2. Unfortunately, it's only her police car.



Classic Chocobo
Complete Story Mode eight times. At the character select menu, highlight Squall, press R1 + R2.



SS Invincible (NES graphic of the airship)
Clear Story Mode nine times. At the character select menu, highlight Squall, press L1 + R1.



Jack
Complete Story Mode ten times. At the character select menu, highlight Squall and press L2 + R2. Only old-school gamers will recognize Jack; he's the main character from *3D Worldrunner*, one of the first games Square ever developed. An NES game similar to *Space Harrier*, it was published in the U.S. by Acclaim.



3D Worldrunner

EHRGEIZ

Ehrgeiz is an entertaining 3-D fighting game that was also released in arcades. There are a lot of cameos by characters from *Final Fantasy VII*. Cloud, Tifa and Sephiroth are playable from the start—and when you complete the game with Sephiroth, you're treated to a long ending with many of his CGI scenes from *FF VII*. Here's how to get the other characters:

Yuffie: Beat the game using Cloud.

Vincent: Beat the game with Tifa.

Zack: Beat the game with Cloud, Tifa, Sephiroth, Yuffie and Vincent.



PARASITE EVE

Parasite Eve was SquareSoft's entry into the survival-horror arena, which had been popularized by Capcom's *Resident Evil*. During combat, a spherical grid expanded around Aya, indicating available targets within range. It was also possible to customize weapons with various tools. When you get to the second day, you get a scene-select birds-eye view of the city. Choose the museum, and after a brief cutscene with Aya and Daniel in their squad car, you'll see a close-up of the building, which has a banner of a white chocobo hanging over the side!



There are so many different cameos that we'll have to roll it over until next month! Check back in May for the conclusion of this special *Final Fantasy Flashback*.

FINAL WORD

If you have questions, comments or suggestions on what you'd like to see in this column, send them to:

Final Fantasy World, c/o *Tes & Tock's Magazine*
8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211



日本 JAPAN REPORT!

by Anatole Brown

Vol.
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GT4 JACKETS

After collaborating on the Nike Gran Turismo sneakers (see Japan Report, February 2005), the Gran Turismo team and Nike now reveal the second phase of their special clothing project. Two different GT4 Nike jackets are being offered on the PlayStation Japan website: the Nike/Gran Turismo Gortex Windbreaker and the Nike/Gran

Turismo Nike Sphere Driving Jacket. The windbreaker costs 30,240 yen (about \$288) and the driving jacket costs 15,540 yen (about \$148). The Nike/Gran Turismo Collaboration clothing line is very limited, so you should hurry if you have a connection in Japan who can obtain them for you. As of this writing, the sneakers are all sold out, and only certain sizes of the jacket remain. There's no word yet as to whether Sony will have them available for the U.S.



NAMCO BOXER SHORTS

If you're going to lie around your house and play video games in your underwear, you might as well dress for the occasion! Namco recently released boxer shorts patterned after some of its most popular classic arcade games: *Xenious*, *Dig Dug* and *Pac-Man*. The boxers come in gift boxes designed to look like packages for game cartridges. Each pair costs 1,050 yen (about \$10) and comes in Medium, Large or Extra Large size.



Sega's idog

Sega Toys is getting ready to release the iDog, a "musical pet," this Spring in Japan. The iDog stands a mere four-and-a-half inches tall and looks a lot like an Apple iPod with appendages. Inside is a chip capable of playing over 70 different familiar melodies, plus it has the ability to randomly generate original compositions. Like other pets in the menagerie of Japanese robotic toys, the iDog expresses various moods like joy, sadness,

anger, fatigue and even hunger through different melodies and illuminating lights on its forehead. You can "feed" it by plugging an iPod or any MP3 device into its body and have it play music through its speakers. It will also move and flash its lights in sync with the music. It's nothing fancy for sure, but for 3,980 yen (about \$38) you can have a companion for your iPod!



My pet loves music too!



Import Preview

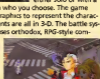
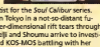
Namco X Capcom

To the delight of many video-game fans, Namco recently revealed a dream collaboration project with Capcom called *Namco X Capcom* (pronounced "Namco Cross Capcom"). Right off the bat, the title stars images of a fighting game for most gamins (lik... Capcom vs. SNK), but it is in fact a traditional role-playing game for the PS2. Over 200 characters will appear in it, many of them from popular Namco and Capcom games. Some characters from the Namco camp include Jin Kazama from the Tekken series, KOS-MOS from the Xenosaga series, Mitsurugi from the Soul Calibur series, Stahn and Rutee from Tales of Destiny, Valkyrie from The Legend of Valkyrie, Klonoa and more. Capcom characters include Ryu from the Street Fighter series, Regina from Dino Crisis, Strider, Arthur



from Ghouls 'n' Ghosts, Morrigan from Darkstalkers, Bruce from Resident Evil: Dead Aim and a whole lot more. Two original characters will be introduced in Namco X Capcom: Reiji and Shoumu. Both of them wield guns and swords, like Dante from the Devil May Cry series. The game is being developed by Monolith Soft, the team responsible for Baten Kaitos and the Xenosaga series. The character designer is Takuji Kawano, the artist for the Soul Calibur series. The story takes place in Tokyo in a not-so-distant future, when a great inter-dimensional rift tears through the Shibuya district. Reiji and Shoumu arrive to investigate the scene and find KOS-MOS battling with her

arch-enemy, the Gnosis. Soon they realize that portals are appearing everywhere, connecting all the universes together along with all their heroes and villains. Each character travels either solo or with a partner, depending on who you choose. The game uses anime-style 2-D graphics to represent the character and the environments are all in 3-D. The battle system is very basic and uses orthodox, RPG-style commands. Namco X Capcom is scheduled for a May release in Japan. Unfortunately, the chances of this game coming to the U.S. are very slim—the licensing issues will be tricky to sort out, and many of the characters are from games that were never released over here. But we can always hope!



PLAYAN プレいあん

Nintendo recently released the Playan audio and video player for the Game Boy Advance SP and Nintendo DS in Japan. Although there are similar products in Japan that let you watch videos on your GBA SP,

Playan is an official Nintendo product.

Playan is really meant for the GBA SP; it will also work on the Nintendo DS, but the image will be displayed

slightly smaller than full screen. For some reason, Playan will not work with the regular Game Boy Advance. The Playan cartridge uses SD Memory cards and can play MPEG-4 movies and MP3 music files.

Playan comes with a software package called MediaStage Ver. 4.2 for Nintendo that lets you easily convert movie and audio files on your PC for play on the Playan. The Playan set costs 6,000 yen (about \$57) and has no territorial lockout, so importers need not worry. Nintendo has made no announcement regarding a U.S. release.



LEON COMES TO JAPAN

Leonardo? No, it's Leon! The Japanese advertising campaign for Biohazard 4 (Resident Evil 4 in the U.S.) took advantage of the game's movie-like presentation.

The posters and TV commercials for the game make the RE 4 characters look like they are arriving in Japan to promote a big Hollywood blockbuster action movie. Fake newspaper articles were created showing Leon arriving at Tokyo's Narita airport, where he was greeted

by a throng of screaming fans and pushy photographers! Each character poster has a response to supposed interview questions from the paparazzi. We have a suspicion that Luis may have punched a photographer....



"Offers from Hollywood? If the script looks good."



"Boyfriends? I have lots of friends!"



"The action scenes? Of course, no wires and I did all the stunts myself!"

PIKACHU SP

Even if you've grown out of the whole Pokémon craze, you can't deny that this yellow Pikachu GBA SP rocks the house!

The Pokémon Center Original GBA SP Pikachu Edition went on sale in March at all Pokémon Center stores in Japan. The all-yellow unit features a simple drawing of Pikachu's face on the outside surface, plus there is a small silhouette of Pikachu just under the A and B buttons. Due to the popularity of the Pikachu GBA SP, there's a good chance that they may all be sold out by the time you read this. It was originally retailing for 9,800 yen (about \$94), but it may sell for a lot more than that at online auction sites.



NEW SNAKE CAMOS

Metal Gear Solid 3: Snake Eater players in the U.S. can download two sets of camo patterns—"Grenade" and "Mummy"—for Snake by using the PS2 Network Adaptor. In Japan, however, Konami has been a little more generous with camo patterns and has even included holiday-themed designs. Check out the Santa outfit for Christmas and the rose pattern for Valentine's Day! The Rising Sun pattern was released for New Year's and the red-and-black pattern is the Yodobashi Camera logo for Akihabara shoppers who frequent the store. There are also special MGS 3 soundtrack CDs in Japan that can act as "key discs" to unlock special camo patterns in the game. Unfortunately, none of these patterns will work with the U.S. version of the game. We're hoping that Konami will show a little more loyalty to its U.S. customers by posting more camo patterns soon.



SATURN CONTROLLERS FOR PS2

Want to play Virtua Fighter 4 the old-school Sega way on your PS2? On Sega's Japanese retail site, SegaDirect, you can find the Sega Saturn Controller Pad for PS2 and the Sega Saturn Virtua Stick for PS2. Both controllers are designed to be directly compatible with Virtua Fighter 4 and Virtua Fighter 4: Evolution for the PS2. The Saturn controller pad costs \$280 yen (about \$22) and the Virtua Stick costs \$300 yen (about \$37). We're hoping that Sega releases the Saturn Twin Sticks for the PS2 so we can also play Virtual-On Marz the right way!



7742P433-Infinite health
13D 2C77F-Unlock Bonus Test Level
11111111-Invisibility (can't see you)
13555D15-Multiplayer Fighting
78C7F443-Faster Logos Right Speed

ESPM HAZES

Character
Choose "New?" from the main menu, then select "New" to start a new game. At the Create Player menu, change the first Name to "Ego" and the last Name to "Gibbs" (note that the first name must be entered all in capital letters, by holding down L1 or R1 while you enter the Name menu and select "Name" you'll find that all of the previously-labeled names are now available).

ESPM HAZES

Character
Choose "Features?" from the main menu, then select "VIP" and access the "Manager" option. Choose your profile (or select a new profile if you don't want to screw up your normal save), select "Edit Name" and enter any of the following codes as your name (once the capital and lowercase letters):
P000000=1,000,000 Oro Credits
M000000=All missions complete/call catalog unlocked
C000000=All Oro items purchased
The effects of each code will remain in place if you edit the name again; you can even mirror the same or a different name after entering all three codes.

ESPM HAZES

Character
Choose "Options?" from the main menu, then select "Save/load" and choose the "Manage Profile" option. Select "Create a Profile" and enter the name "Ludwin" (with the two capital letters). You will immediately receive confirmation messages telling you that you have unlocked all of the trophies, purchased all antiques, won the championship and completed all of the user challenges.

HIGHLY BLOOD

Unlock All Trophies
From the main menu, select "My Games" and highlight the "Create Bonus" option. Press and hold Left for one second, Right for one second, Left for one second, then Right for one second. If you've entered the code correctly, you will hear a confirmation sound.
Unlock Big Tiger
From the main menu, select "My Games" then select "Record Books" where it is the "Most Hits-Killer" screen, then press and hold Left for one second to unlock Big Tiger.
Big Head Mode
From the main menu, highlight "Play Now," then press and hold Left for one second, Right for one second, then press Left. If you've entered the code correctly, you will hear a confirmation sound.

HIGHLY BLOOD

Character Codes
Enter any of the following codes at the main menu.
Unlock all levels—A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z, 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 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1002, 1003, 1004, 1005, 1006, 1007, 1008, 1009, 1010, 1011, 1012, 1013, 1014, 1015, 1016, 1017, 1018, 1019, 1020, 1021, 1022, 1023, 1024, 1025, 1026, 1027, 1028, 1029, 1030, 1031, 1032, 1033, 1034, 1035, 1036, 1037, 1038, 1039, 1040, 1041, 1042, 1043, 1044, 1045, 1046, 1047, 1048, 1049, 1050, 1051, 1052, 1053, 1054, 1055, 1056, 1057, 1058, 1059, 1060, 1061, 1062, 1063, 1064, 1065, 1066, 1067, 1068, 1069, 1070, 1071, 1072, 1073, 1074, 1075, 1076, 1077, 1078, 1079, 1080, 1081, 1082, 1083, 1084, 1085, 1086, 1087, 1088, 1089, 1090, 1091, 1092, 1093, 1094, 1095, 1096, 1097, 1098, 1099, 1100, 1101, 1102, 1103, 1104, 1105, 1106, 1107, 1108, 1109, 1110, 1111, 1112, 1113, 1114, 1115, 1116, 1117, 1118, 1119, 1120, 1121, 1122, 1123, 1124, 1125, 1126, 1127, 1128, 1129, 1130, 1131, 1132, 1133, 1134, 1135, 1136, 1137, 1138, 1139, 1140, 1141, 1142, 1143, 1144, 1145, 1146, 1147, 1148, 1149, 1150, 1151, 1152, 1153, 1154, 1155, 1156, 1157, 1158, 1159, 1160, 1161, 1162, 1163, 1164, 1165, 1166, 1167, 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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057

THE LORD OF THE RINGS
THE RETURN OF THE KING

Cheat Codes
At any time during game play, pause the game, then hold one of the following codes. You can sound each time you enter a code.
Unlock Fazezari—A, A, X, Y
Unlock Frodo—X, X, X, X
Unlock Merry—A, Down, D
Unlock Pippin—X, X, B, B
Unlock All Actors' Wides—The following codes are the code that corresponds to the character you're controlling.

- 1,500 experience points
- Arrogant—Up, E, Y, A
- Farmer—E, Y, Up, E
- Frail—Down, Y, Up, Down
- Gardial—E, Y, Up, Down
- Gerb—E, X, Y, A
- Legolas—A, Y, Up, A
- Merry—Down, Down, E, A
- Pippin—Y, A, E, A
- Sage—W, A, Down, A

- Unlock all skills up through Level 8 for purchase

Aragon—Up, E, Y, Up
 Faramir—X, Down, Down, Down
 Frodo—X, X, Down, Down
 Gandalf—X, E, Down, Down
 Gimli—A, X, Down, E
 Legolas—E, Up, Up, Down
 Merry—Down, Y, A, E
 Pippin—E, Up, Up, X
 Sam—X, X, Y, Y

- Earn all special abilities

1. Upgrade—Down, X, X, X
 2. Upgrade—Down, X, X, X

Aragorn—Bowen, A, X, Y
 Faramir—Up, B, X, Up
 Frodo—Y, A, Bowen, A
 Gandalf—Up, Down, Y, X
 Gimli—X, B, A, X
 Legolas—X, X, A, X
 Merry—Up, Y, X, X
 Pippin—B, A, X, Y
 Sam—Up, X, A, X
 + Restless missiles
 Aragorn—Y, B, B, Y
 Faramir—Y, Up, A, A
 Frodo—Y, Y, Y, X
 Gandalf—Y, Bowen, A, B
 Gimli—X, X, X, A
 Legolas—Y, Y, Y, Bowen

- **Purchase all normal 2-Rat combos** (note you will not be able to use some combos until your character achieves the specific level of the combo)
- Aragon—6, Down, X, Up
- Faramir—4, Y, Up, Y
- Frodo—8, Down, Y, 8
- Gandalf—Down, A, Y, Down
- Gimli—Up, 8, X, 8
- Legolas—6, Y, Y, X
- Merry—Y, Up, A, Y
- Pippin—Up, Up, X, X
- Sam—8, A, X, 8

Purchase all normal 4-bit codes (see note above):
 Aragorn—Up, & Y, Down
 Arwen—A, & Up, A
 Frodo—Down, E, Down, X
 Gandalf—Down, Y, Up, X
 Gimli—E, & Up, A
 Legolas—A, X, Y, &
 Merry—E, A, & S
 Pippin—A, A, Down, X
 Sam—Up, Down, Y, Y
 The following codes are not characteristic, but they will not work unless you have completed the game:

- Purchase all upgrades—Up, Down, Y, X
- Always devastate—X, Up, Y, Down
- Infinite missiles—B, B, Down, X
- Invulnerability—B, X, B, Up
- Perfect Mode—X, Down, Y, A
- Targeting indicator mode—Down, X, Up, B
- Restore health—B, B, X, X

THE LORD OF THE RINGS: THE TWO TOWERS
Secret Codes
At any time during the game, press the START button to pause, then enter any of the following codes. Use the D-pad to enter the directional commands.
Reclaim health—Hold L + R and press Y, Down, A, Up
Reclaim modes—Hold L + R and press A, Down, Y, Up
All Level 2 upgrades—Hold L + R and press X, Right, X, Right
All Level 4 upgrades—Hold L + R and press Y, Up, Y, Up

1,000 upgrade points—Hold L + R and press A
Down, Down, Down

The remaining codes can be entered the same way, but they will not work until you have unlocked the "Secret Codes" option, which appears as a gold ring on the right side of the play screen. To unlock it, you must first complete the game's Dev Story minigame. Conveyed to you, each level with 5 with any character; this will unlock the Secret Mission for that character. After liberating the Secret Mission, the Secret Mission Play as Secret Character option will be unlocked. Once you've beaten the Secret Mission with a character, the Secret Codes for that character option will be unlocked and you'll be able to use the following cheats:

- Always deconstruct—Hold L + R and press B, X, A, X
- Small enemies—Hold L + R and press Y, X, A, X
- Stomach—Hold L + R and press Y, X, A, X
- Massive—Hold L + R and press R, X, A, X
- All upgrades—Hold L + R and press Y, X, Y, X
- Invulnerable—Hold L + R and press Y, B, X, X

MADDEN NFL 2005
Madden Codes
Edison Madden Codes from the Madden Code

[illegible]

073 Ahmed Hassan—2 35 G 6 W
 074 Michael Sienko—5 6 6 6 6 K
 075 Terry Barber—7 4 2 A 2 V
 076 Jimmy Shepard—3 4 4 3 4 E
 077 Charles George Marcus—3 1 1 7 7 T
 078 James Smith—1 2 2 1 2 W
 079 Bryan Lefkowitz—C 5 5 5 5 C
 080 Fred Taylor—B 7 7 7 7 N
 081 John Stroud—E 5 5 5 5 D
 082 Carmi Martin—E 4 7 7 3 G
 083 Kevin Mason—1 7 6 6 6 S
 084 Chuck Henshaw—B 8 4 1 2 F
 085 John—E 5 4 4 5 F
 086 Saadatu Musa—H 7 1 6 1 S
 087 Jaye Hinton—2 6 8 8 8 J
 088 Charles Rogers—E 5 7 7 7 K
 089 John Rogers—E 5 7 7 7 K
 090 Don—H 1 1 1 2 2 Q
 091 Donald Waddy—7 8 1 1 1
 092 Ahran Sney—T 8 1 1 4 C
 093 Frank—C 7 7 7 7 7 W
 094 Nick Brown—X 9 5 7 5 T
 095 Bert Favers—L 6 1 2 8
 096 Kabeer Gaba—B 4 4 4 4 4 W
 097 Steve Smith—B 7 7 7 7 7 W
 098 John—E 4 4 4 4 4 W
 099 Jaime Rogers—B 5 4 0 4 2
 100 Mike Rucker—K 8 0 0 0 0 S
 101 Kim Jenkins—W 6 0 3 0 3 C
 102 David Davis—C 3 3 3 3 3 L
 103 Ty Lane—F 1 3 1 1 1 E
 104 Tom Terry—E 2 2 2 2 2 F
 105 Tony Bruch—E 2 8 2 0 3 F
 106 John—C 2 4 2 4 2 W
 107 Richard Seymour—L 6 9 7 4 T
 108 Charles Woodman—F 5 5 5 5 J
 109 Jay Porter—F 7 1 0 4 2 E
 110 John—C 2 4 2 4 2 W
 111 Rich Gannon—Q 6 9 1 1 Y
 112 Marshall Paul—U 7 6 7 1 U
 113 Oriana Paul—B 4 2 4 2 5 U
 114 Eugene—U 6 6 6 6 6 S
 115 Barry Hob—W 9 6 1 2 U
 116 Kyle Tarley—Y 4 6 4 1 B
 117 Ray Reyes—E 8 4 6 6 6 V
 118 Ted Reed—E 1 0 0 0 0 W
 119 Todd Hupp—H 1 0 5 1 1 G
 120 Terrell Sages—V 7 1 1 4 5 Q
 121 Kyle Bailey—A 7 2 7 2 9 F
 122 Lawrence Cates—E 8 5 5 5 S
 123 David Seng—C 2 5 5 5 5 J
 124 Clinton Davis—E 5 6 6 6 6 J
 125 Mark Brown—E 6 6 0 0 9 J
 126 Jeffrey Armstrong—T 9 0 8 0 8 W
 127 John—E 5 5 5 5 5 J
 128 Joe Horn—F 9 1 1 1 0 J
 129 Dante Stallworth—B 7 5 7 5 M
 130 Dennis McMillion—D 1 1 1 4 J
 131 John—E 5 5 5 5 5 J
 132 Stuart Wilkerson—E 4 6 4 6 M
 133 Mircea Trufan—R 4 6 7 5 U
 134 Shaun Alexander—C 9 5 2 4 F
 135 John Jones—E 5 7 1 5 7 E
 136 Ken—F 7 5 8 7 7 J
 137 Alan Parnica—J 3 2 5 2 C
 138 Hines Ward—M 1 2 8 8 F
 139 Gary Hampton—T 1 1 1 1 1 F
 140 Eric—E 8 8 8 8 8 J
 141 James Sharper—W 2 7 1 7 G
 142 David Cane—C 1 0 6 2 0 J
 143 Aaron Ginn—Q 4 8 2 8 S
 144 John Johnson—D 1 1 1 1 1 F
 145 Demetrius Davis—E 5 5 5 5 J
 146 Derrick Mason—S 0 5 0 3 T
 147 Steve Mitchell—S 5 5 6 7 1 F
 148 Mike Phipps—P 4 4 4 4 8 E
 149 Samuel Rife—C 8 1 4 1 4 J
 150 Keith Bellard—M 3 8 3 8 V
 151 Derrick Colquhoun—Q 4 0 2 0 K
 152 Charles—W 7 1 1 1 1 F
 153 David Hinkle—T 1 4 1 4 J
 154 Michael Bennett—W 8 1 1 2 J
 155 Anthony Winkfield—A 1 2 1 2 V
 156 Michael—L 3 3 3 3 3 E
 157 Marlene Linney—P 2 4 5 4 E
 158 Mike Mathews—C 5 4 0 4 E
 159 Mike Shashar—E 1 5 5 5 7 F
 160 Doug—E 7 1 1 1 1 E
 161 Jan Goodwin—H 1 1 1 1 1 A
 162 Dennis Dugan—C 1 1 1 7 T
 163 Marj Stachausman—D 5 6 5 6 S
 164 John—E 8 8 8 8 8 F
 165 Tony Dunge—Y 9 8 0 8 W
 166 Dallas Cooley—Q 2 4 0 1 U
 167 Dave Wimmerhoff—W 7 3 0 7 D
 168 John—B 4 4 4 4 4 E
 169 Jan Meka—E 1 2 6 2 6 C
 170 Dennis Bledsoe—E 8 5 8 3 T
 171 Tony Gough—H 5 7 1 0 6 H
 172 John—E 1 2 1 2 1 F
 173 Herman Edwards—C 1 1 1 1 2 T
 174 Steve Marsano—V 7 4 0 2 M
 175 Mike Shuman—F 8 4 6 6 E
 176 Doug—Q 0 0 6 7 7 E
 177 Norman—C 2 4 2 4 2 E

170 Mike Turner--F24 K 1 M
176 Mike Marts--G64 A 1 M
180 Brian Ballou--C23 C 4 K
181 Washington County--W63 V 9 L
182 Joe Rader--G718 M 1 K
183 Scott Gough--F58 U 1 K
184 Ed Cowley--S54 T 9 Z
185 Don Caples--S57 16 R
186 John--H62 15 R 1 K
187 Mike Tye--Y31 T 7 K
188 Chart: First and Fifteen--W55 J 8 P
189 Chart: First and Four--G72 S 5 S
190 Chart: First and Four--G72 S 5 S
191 Chart: Extra Credit--M65 S 5 G
192 Chart: Title Fight--Y314 1 D
193 Chart: Hunt Down--P64 C 4 L
194 Chart: Seven--S54 T 9 Z
195 Chart: Indian Page--L65 J 7 P
196 Chart: Super Bowl--S59 J 3 Y
197 Chart: Bo--F008 T 3 R
198 Chart: In the Bomb--F008 T 3 R
199 Chart: Little Duck--S57 S 5 S
200 Chart: Mamee Make Free--W78 P 9 Z
201 Chart: Funtastic--L118 B 2
202 Chart: The Power--S54 T 9 Z
203 Chart: The Power--S54 T 9 Z
204 Chart: Me--S54 T 9 Z
205 Chart: Tootsy--F66 G 7 D
206 Chart: Bad--S45 4 A 0 E
207 Chart: Toots--H112 G 2
208 Chart: Hunt--S54 T 9 Z
209 Chart: Chart: Protection--G57 L 1 J
210 Chart: Penetration--L123 V 9 Z
211 Chart: On Top--L123 V 9 Z
212 Chart: Wind--S54 T 9 Z
213 Chart: Hands of Glass--R65 K 5 S
214 Chart: Hands of Stone--W188 P 9
215 Chart: Hands of Stone--W188 P 9
216 Chart: Time Out--G31 G 1 K
217 Chart: Duck--L215 P 9 Z
218 Chart: Worker's Camp--S65 Q 4 Y
219 Chart: The Power--S54 T 9 Z
220 Super Bowl 10000--S57 16 R
221 Super Bowl XL--S57 16 R
222 Super Bowl XL--F424 2 R
223 Super Bowl XL--F424 2 R
224 Super Bowl XL--F424 2 R
225 Super Bowl XL--F424 2 R
226 Super Bowl XL--F424 2 R
227 Super Bowl XL--F424 2 R
228 Super Bowl XL--F424 2 R
229 Super Bowl XL--F424 2 R
230 Super Bowl XL--F424 2 R
231 Super Bowl XL--F424 2 R
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296 Super Bowl XL--F424 2 R
297 Super Bowl XL--F424 2 R
298 Super Bowl XL--F424 2 R
299 Super Bowl XL--F424 2 R
300 Super Bowl XL--F424 2 R

Start with useless Samus
000000 000020
000000 000020
Start at Norfair with useless Samus
JOSTUN 000174

Start at Norfair with useless Samus with level-headed hair
SAM US UNLOCK
444444 444444

NOVA'S ROOM

Level Up
At any time during gameplay (not while powered), hold L + R + A and press up to complete the current level.
Availability
At any time during the game, press START to pause. At the pause screen, hold L + R + B and press down. You'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.
Secret Characters
At the character select screen, press and hold L + R + B, then press right to unlock Mina and Grew.

Just a hint!
While at the pause screen, you can return to the level-select screen by pressing L + B + A.

NOVA'S ROOM

Level Up
At any time during the game, press START to pause. At the pause screen, hold L + R + B and press down. You'll hear a special sound effect to confirm. Now your energy will automatically refill whenever it gets too low. Entering the code again will disable it.

NOVA'S ROOM

Quick Run
Choose "Profile" from the main menu, then set a new profile and enter your name as "NOVAKEON." You'll start with 25,000 coins in reserve.

NOVA'S ROOM

Change Weapon Settings
During Weapon Colors
At the matchup screen before a fight, press any of the following button combinations and hold them down until the battle begins to change the color of your weapon:
Black—Press and hold up + L + R
Blue—Press and hold up + L
Orange—Press and hold up + L
Green—Press and hold up + L
Purple—Press and hold up + L
Red—Press and hold up + L
Yellow—Press and hold up + L

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and press B repeatedly instead of being reduced by just one, you'll save your remaining continues charge to "B," then "F"—but you have to be quick enough to do it before Harry jumps off the screen. Now the number of continues will remain at one each time you run out of lives.

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**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Mercenaries

YNQU-P293-352W1 + MQ6W-Q5AX-9982U—[M] Must be on CW6R-GH2R-MU2A2 + XVP6-UXSH-24YXD + DJFG-4UKC-QK886—Infinite health
WY8F-WXNQ-48FYX + UTHG-61EX-P6C3H—Infinite ammo
K76E-HM42-CT5A5 + 2915-6CBK-AMUT2—Infinite funds
TT7A-XYK6-GAK6P + P0UC-ADQH-F3P5Z + AM2I-QAVS-PA8MP + 4TCV-6ZVB-4D60A—Have all items in Merchant Shop

The Punisher

K1FK-MFQ3-00EVA + J79D-79UN-0P4HA—[M] Must be on Note: Turn on cheats with save enabled
QV7R-58MY-267TN + R8BD-3GNE-F895G—Infinite grenades
827A-XY11-BH9NN + HUPE-71UH-XP845—Unlimited ammo
3RCY-WU2J-GYVVO + AE44-DFJD-WQ131—Invulnerability
4Y8N-XDH9-NGX8T + 8077-ZF64-5338X—No reload
76E2-CMCE-YTERM + Y35A-05JC-V97R4—Unlimited Slaughter mode
V1RK-8M7G-UE92D + V1PS-MVHP-VGC6G—“One Shot, One Kill”
G4NP-CUNX-M398W + M8N9-D038-DNUC8—Invisible
JPVJ-3W4M-2T707 + C4E1-3890-TXQYD—Gun splitters
QF82-68ME-UJDGY + Q6QY-CWHP-ED9C3—Crazy deaths
ANJ4-GK09-VQ5E2 + XU8D-8H44-JMVM3—Infinite upgrade points
RZVB-W5V7-616Q4 + QQEZ-7AR9-KA5GC—Max. body armor
4E3T-2TP8-1J0E1 + 8HW0-DHFN-1E24J—Kill recovery
G15P-60NK-14D82 + CKN3-HPYA-0GC78—Max. longer Slaughter Mode
AD85-ZNKA-EBAW6 + V8W5-DV2K-SFQJJ—Max. increase accuracy
T0NF-X62H-QX75 + 34V2-A289-CREJC—Max. increase ammo capacity
D7FE-EKTE-8PND0 + F8RA-EKUA-FTFK7—Increase grenade capacity
XP51-7FQJ-QN8XN + DM80-V6H5-42JTF—Attach scope
QV77-2HPR-QYMQJ + RY21-8D4A-ZZJ06—Attach silencer
CBFN-1Z1R-81DCU + C1TQ-UW9B-XUG7G—Attach grenade launcher
VQZW-YQ8Q-XP4C7 + ZV4E-XBJC-2UD7K—Increase magazine size

GameCube

Resident Evil 4

VMVR-G793-19KQK + AE84-YAU2-FD2RE—[M] Must be on 00XK-QQRH-W7NP6 + MHK3-ZH93-3TM9Z—All extra games
GE6Z-77QK-8EPV9 + RAMU-C177-WUF9P—Infinite health
86VW-E1HK-48K3C + J6UE-WMGC-MW13J + 1R76-79GH-PF76M + M9E4-SUZ2-AYN14—Max. health
47CQ-13BV-E8H0W + JUY7-RF9F-HT20P—Infinite health (partner)
JKTW-E369-3F35M + WDU5-HFZ2-PMZ80 + ZW7U-UME1-T8D5Y + Z5X8-V8Y0-N871W—Max. health (partner)
ERQK-AT20-82GH2 + FQNR-686D-RNFRG—Most enemies die with one hit
U359-8EJY-JY2E2 + Y9X3-1X57-8HE8W—Infinite ammo
C6RM-39VH-3G7JF + 5FKE-92TP-CHY08—All guns have full capacity
34FN-MFQY-P2CT8 + YPUZ-RCY3-58PIC + AMW2-WJTG-E43KR + RARC-M5G8-YY7P6—Infinite rockets
P2BE-EJY7-26PM5 + HNYH-SN11-XFNZT—Infinite item use
W2ED-U6VV-2P1HU + KMAQ-KH33-XY274—Infinite grenades/arrows/eggs
DNPD-W7P7-0974H + RM5V-ZT1Y-V921E—Infinite money

Game Boy Advance

The Legend of Zelda: The Minish Cap

7707-9181 + CF77-D17E + 56C9-38D1 + 7FFB-0875—[M] Must be on 5C8A-A820 + 19D7-B24D—Infinite health
253D-28C7 + 015F-1C78—Max. health
D095-5P93 + AD8D-C2C1—Max. rupees
37D3-D776 + 741F-4890—All sword techniques
0958-38C8 + 8582-4AD0—Infinite small keys
1A34-F7C2 + 2567-8D8C—All accessories
180E-2FF5 + 09F8-9C98—Infinite bombs
96D8-2E40 + 2CF7-E428—Infinite arrows



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Champions: Return to Arms

F80E4AE0-0CA57A6C—[M] Must be on D8661145-0CA5C83E + 1894D07C-0CA57A4F—Character selection: Press L2 for lots of points
D8661145-0CA57A6C + 1894D07C-0CA57A65—Character selection: Press R2 for 0 points
2807E7A9-6FD5D2C0E—Massive experience gain
28066CE9-F7157AD3 + 28066C51-6818888—Max. items on pickup

The King of Fighters 2003

980AE862-78D08616—[M] Must be on 2884570C-948C883E + 28845772-948C883E—Unlock all gallery items

The King of Fighters: Challenge to Ultimate Battle 2002

980A7CE0-78D0FFC7—[M] Must be on 28887622-948C883E + 2888760A-948C883E + 2888C706-948C883E + 28881372-948C883E—Unlock all gallery items

Playboy: The Mansion

98391AF1-78F88DF2—[M] Must be on 282DE688-01C9F35 + 282DE6F6-F7F3A03E + 282DE615-6D08AC5—Infinite bank account
28582FF2-F792E485 + 28582FCF-6D0A7A65—Infinite points

Shadow of Rome

983D553A-78D0D73A—[M] Must be on 280FC874-0CA57A65—Infinite health
280CDB6-0CA57A65—Infinite weapon & helmet durability
2801255A-6F42156 + 280125F9-F747A65—One-hit boss kills
184FED7C-0CA5883E—Have all profiles
484FD7F4-0CA17A56 + 2E187D54-0CA57A65—Have all Salvos
284FAA55-948C883E—Unlock all Secrets of Rome & Cheats

Game Boy Advance

Advance Guardian Heroes

90918F-7E3361 + 291506-65E375 + D33F33-ACA999—[M] Must be on D5649F-D88C7E + FD7AAD-59D055—Max. soul crystals
811AA1-0DDDC1 + FC38AA-28C671—Unlock all characters
360646-811436 + 5A2A34-7594DD—Infinite HP
360646-811436 + F27487-8F8D79—Infinite MP
360646-811436 + 21C688-D48FA7—Infinite anger
CEE881-5AE89E + 7CA233-53DA75—Max. stats

Gremlins: Stripe vs. Gizmo

90177F-A526DA + DD3210-9E41A0 + 5D0F55-0E08E2—[M] Must be on 4924CF-82CEE2—Invincible
E3D962-8D833C—Infinite lives
FBD528-058D74—Infinite health
1D259D-7228F2—Infinite custard pies
9C279D-7229F3—Infinite batteries
F2420A-1FC9A8—Have all presents
916200-1EC93E + 9CA879-9088EF—Multi-jump
10E820-0CC2F1 + 63C866-8DCABA—Press SELECT to skip level

It's Mr. Pants

918827-FA425A + 14FC77-F5674F + 7889AF-DCA4F8—[M] Must be on B9AACF-57E588—Stop piece timer
1C4D78-573718—Stop puzzle timer
22807E-838768—Access all easy puzzles
62FB83-86FE05—Access all medium puzzles
62FD32-86AF04—Access all hard puzzles
58R285-4852F9—Access all special puzzles



DO YOU KNOW THE SECRET OF THE MYSTERY CODES?

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....

#34 SLY 2: BAND OF THIEVES



The Codes: At any time during the game, press **START** to pause, then enter any of the following codes at the pause menu:

- Left, R1, R1, Down, Down, Left
- Right, R1, Down, R1, Down, Down
- Right, Left, Right, Left, R1, Left

What We Know: Two of these codes will generate a confirmation sound similar to the one you get when you enter the "gadget" codes in our PlayStation 2 Tips section; the other one makes a farting sound. But they don't give you new gadgets, and to be honest, we didn't have much time to investigate, because we found these codes just before press time. Can you solve the mystery?



#35 GRAND THEFT AUTO



The Code: At any time during the game, hold **A + B** and press **START**; you'll see the words "Cheat Mode On" appear on the screen. Now enter the following code at any time during game-play (not while paused):

- Left, Right, Up, Down, L, A

What We Know: This code makes a confirmation sound that's exactly the same as the rest of the *Grand Theft Auto* cheats in our Game Boy Advance Tips section, but...well, you know the drill. Like the Sly 2 cheats above, we discovered this code at the last minute, so its effects may be somewhat easier to determine than those of the average mystery code. But then again, maybe not. Can you solve the mystery?



#36 SPACE INVADERS



The Code: Enter the following cheat at the title screen, while the words "Press Start" are flashing:

- Left, R, L, Right, Left, R, L, Right

What We Know: This code makes a confirmation sound similar to the ones you can find in our Game Boy Advance Tips section, but it has no obvious effect. We'd love to find out what it does, though, since this is one of the most underrated of the early GBA games. Even if you can't figure out the cheat, you'll still have a blast testing it out. Can you solve the mystery?



CRACK THE CODE AND WIN A PRIZE

Think you've got what it takes to beat the *Tips & Tricks* editors at our own game? Test out these codes for yourself; if you're the first person to tell us exactly what they do, we'll send you your very own *Tips & Tricks* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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PlayStation 2



RESIDENT EVIL

OUTBREAK

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APRIL 2005



PlayStation 2



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